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JULY 1985

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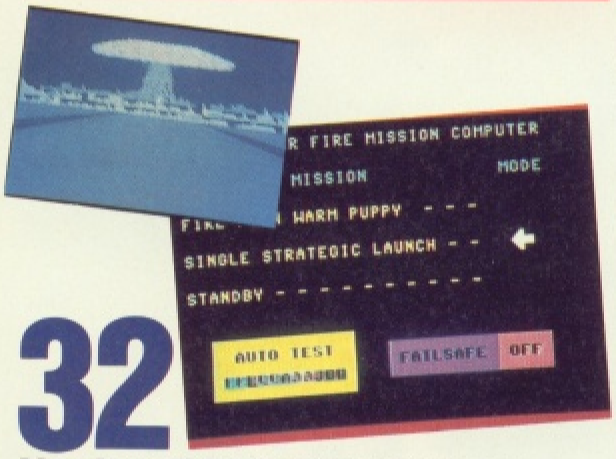
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Y64 MENU

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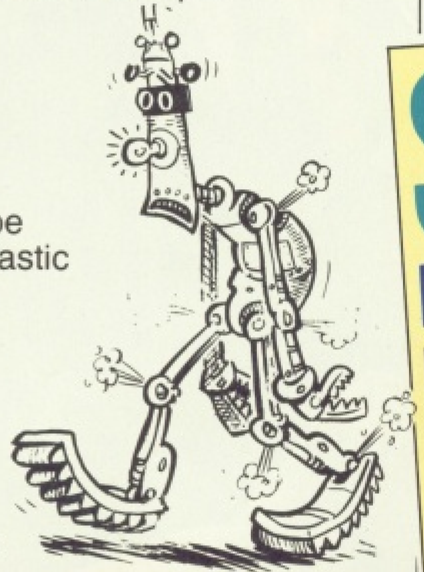


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Nuclear Alert! Play with power, politics and people in World War 3 simulation *Theatre Europe*.

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Do Panic! Can you cope with the fantastic fantasy and improbable problems in Douglas Adams' *Hitchhikers Guide to the Galaxy?*



PROGRAMMING

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Add a touch of life to your programs by animating your sprites the easy way. With some crafty Basic, we show you how ...

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SCOOP!

For your eyes only!



Bond is back with *A View To A Kill!* And we've got a preview to a thrill as we expose Domark's game of the film ...

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Make life easy with our 64 Basic turbo-charger.

OPEN ACCESS

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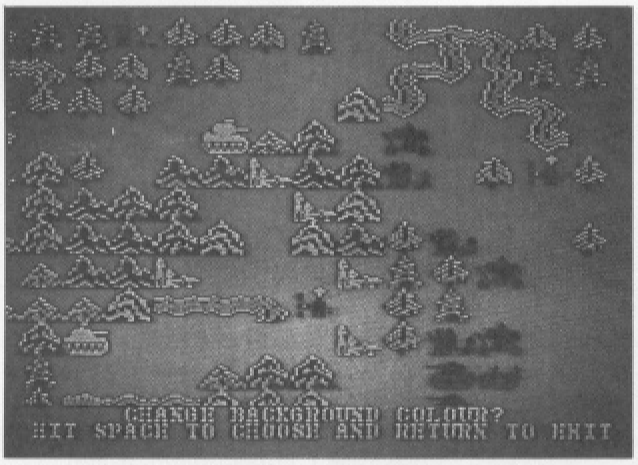
OPEN ACCESS

Beat the Bulge! Learn what's happening on the Beatle scene. Where can you get all Y64's listings on one cassette? And we put the finger on the man with the golden gun! It's all here in Y64.

Fight the Flab

Argus has just released Lothlorien's *The Bulge* and no it's not another diet package for desperate fatties, it's yet *another* wargame for potential Ronald Rayguns.

It's late 1944, the scene is The Ardennes and you've just been given the chance to rewrite history by re-enacting the battle of the bulge. Your mission is to take Antwerp by crossing impossible terrain under terrible conditions and with low levels of fuel and ammo.



The wargame hots up with Argus's The Bulge.

The Bulge is a double-sided tape with a Commodore version on one side and some squeaky noises on the other. It costs £9.99 and comes complete with a wargamers booklet. Contact Peter Holme, Argus's very own Oberstürmbannfuhrer on (01) 439 0666 for a briefing.

Fab Four On Sixty Four

Hey, like wow! The fab foursome are now appearing in their own adventure. New software house Number 9 Software has launched the first of a trilogy of games based on Beatle lyrics. You can wander down Penny Lane, dance through Strawberry Fields and even get the treatment from Maxwell and his silver hammer!

You get an A5 manual complete with one of those famous covers by Beatle-style artist Alan Aldridge. Unlike most original Beatle brand goodies, this one is official stuff and Number 9 has paid for the rights to use the lyrics which might explain why it's a bit costly for a Quill'ed adventure.

Cynics among you might think that it's a game that's a mere twenty years too late. But anything that keeps Ed quiet for weeks is a good thing. *Beatle Quest* costs £9.95 from a dealer near you or you could ring Number 9 on 0782 624917 if you're not fast enough to get hold of a copy...



I wanna hold your joystick — Beatlemania is back.



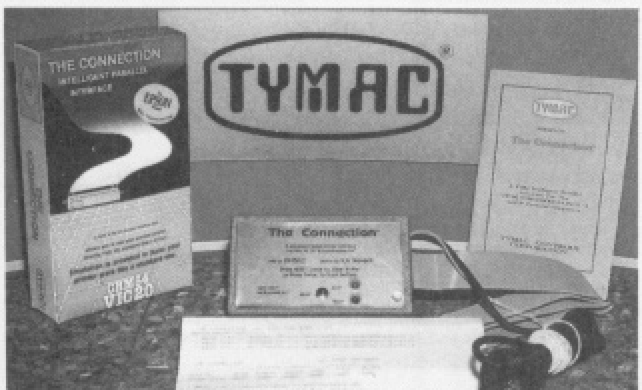
Make sure you get to the Sixth Annual Commodore Computer show — you might even get attacked by a rampant robot (see the grin on Stirling Moss's face!) The show will take place on the 7th, 8th and 9th of June at the Novotel, Hammersmith and opens at 10am.

Your 64 Listings Without Tears

Those of you who've sat and stared in awe at the luscious listings in *Your 64* but are too laid back to type 'em in are in for a treat. You can now take the easy way out. For hands that do dishes (or worse) all our major listings are now available on a quality tape for a measly three quid.

The tapes are available from Digi 'T'ape and will be advertised in every issue of *Your 64* starting this month. Turn now to page 58 if you don't believe us! Those nice people at Digi 'T'ape even pay the postage on your order and get your cassette off to you within 24 hours. Cor! Even idle ol' Ed could manage that. And think what you get ... the best in published 64 programs at a press of your Run/Stop key.

And if you're one of the techies who writes great programs you can get in on the deal. From now on, if you get your programs printed in *Your 64*, you'll get them professionally marketed by our tape service. Not only will you get paid for the published listing but you'll get a royalty on every tape sold!



Make the right connection with Tymac's new interface.

The Tymac Connection

Tymac UK has released a new printer interface for the 64. Priced at £79.95, *The Connection* provides two modes for complete control of special printer features — emulation mode and transparent mode. Other features include a 2K buffer to speed graphics printouts and allow your 64 to get back to work while the printer is still printing.

Could this be the interface you're looking for? Contact Tymac by ringing (021) 327 6637 for more information.



My name's Wheatley... Dominic Wheatley and I've got a license to thrill — I mean why else would I be wearing this spiffing penguin suit? My latest assignment is the new James Bond game from Domark — A View To A Killing — *rather!* Turn to page 26 for the exposé from *Your 64*'s very own secret service.

OPEN ACCESS

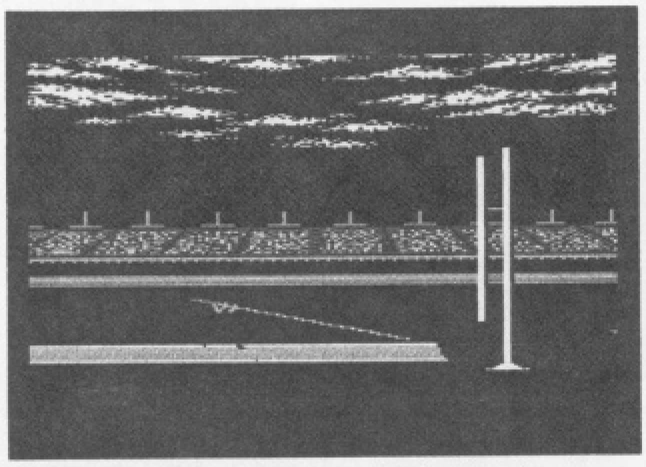
ARCADE ACE

First off this month is a useful tip from Guy Monson dealing with *Eddie Kidd's Jump Challenge* by Martech. To jump four cars, stick to gears one, two and three. When you think you are about to hit a ramp, release the fire button. To jump five cars, do the same again but release the fire button as soon as you see the ramp. Continue this process, as you try to jump more and more cars, releasing the fire button later each time. This should bring your score up and the number of cars jumped too. Thanks Guy!

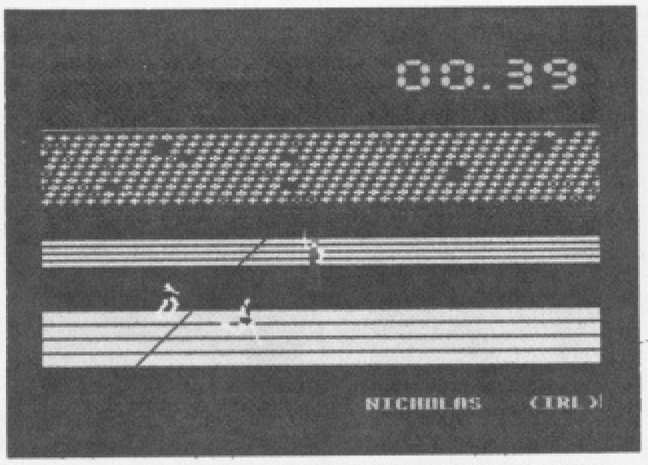
Next up are some hints from Karl McShane on Ariolasoft's *Spelunker*. Carry as much dynamite as possible and whenever you see a ghost press 'D' and you'll destroy it. Remember, anytime you drop the dynamite make sure you move away, otherwise 'c'est le fin' my friends. Sticking with *Spelunker*, there are also a lot of flares lying around the caverns — pick these up too, for as well as giving you some points, they're essential to get rid of the bats. Once again though, remember to move away once you've set off a flare, as they tend to go up and then land on the same spot from whence they came. Cheers Karl!

For all of you who are having trouble scoring in Ariolasoft's *One On One*, here's a tip from Paul Turton. For better results, use a lay-up method (run up to the basket and shoot when right next to it). Before you can do this, you will of course have to get past your opponent. When on the free throw line, turn your back on the opponent and run backwards until he stops you. Then turn to the side and run round him. As soon as you've passed him, turn through 180 degrees to stop him from stealing the ball. Shoot when you are just below the basket and you should be two points richer! If it bounces out, go for the rebound immediately and try again. You should be successful this time. Thanks for the tip Paul.

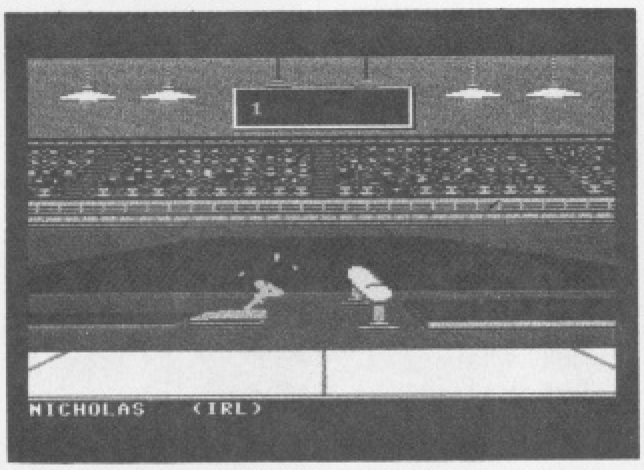
Finally, since we are fast approaching the summer, my arcade tips for this month are for that great game from Quicksilva/Epyx, *Summer Games*. C'mon sun, where are you?



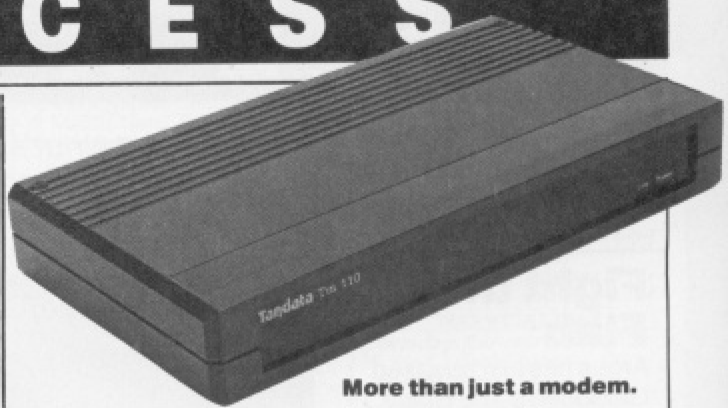
The Pole Vault looks simple at first, but you'll need agility and superb timing to perform well in this event. Always select a high pole grip, it makes life a bit easier as the height increases. Always hang from the pole until half way to the bar, then push the joystick forward and you'll turn. Once over the bar, press the fire button immediately and you should have cleared again.



The 100-metre dash is an event where all-out speed is the key to a fast time. This is where the automatic fire button on your joystick comes in very handy. Switch it on and you'll be sure of a time that's way under ten seconds — but for good measure, keep wiggling the stick to keep your runner's energy up to full. This method may also be applied to the 400-metre relay race.



Gymnastics is an event which you'll find contains the two features of the other two events I've covered, a great one to play but much harder than it looks. Always press the fire button once you get to A to get a better spring from the spring board. As you touch the horse B, press the button once more and try a full-tuck position by pushing your joystick forward.



More than just a modem.

Tandata Data

Buy a Tandata modem and CBM 64 Micropack before July 31st and get a free quarterly subscription to Prestel and Micronet. The subscription, which comes in the form of two vouchers, is also offered to purchasers of Tandata's viewdata controller.

Tandata modems include the TM110 auto-dial, auto-recall modem which costs £99 plus vat and the multi-baud rate TM200 which costs £173 plus vat. Contact Tandata on (06845) 68421 for more details.

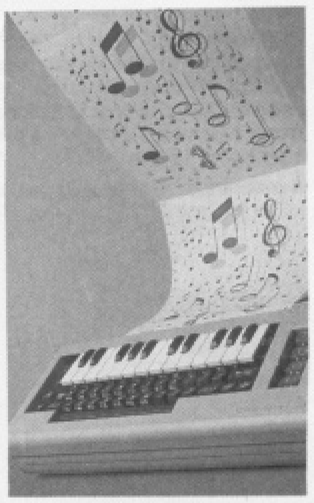
On A Winning Note...

Thanks to all our readers who entered our recent Music Maker Competition. Just to jog your memory, we asked you to place in order of preference, the ten features that go into the making of Commodore's Music Maker.

First person out of the hat with the correct entry of 1c, 2h, 3a, 4d, 5j, 6f, 7g, 8i, 9e, 10b. was Mr G. Whoriskey, Granham House Hotel, 97 Philip Lane, London N15, who also wrote the tie-breaker: "I'm an ageing hippy, who could still be discovered with a new musical sound — Hippy-Synth!!!" Congratulations Mr Whoriskey, we hope you enjoy playing with your new 64, disk drive and Music Maker package, you're certainly well on your way to being discovered now!

The following 24 runners-up will receive a Music Maker each, P O'Brien, Greensome Lane, Stafford; Will Green, Leigh-on-Sea, Essex; Carl Tyler, Aylesbury, Bucks; Peter Fisher, Chichester, West Sussex; Michael Lloyd, Washington, Tyne and Wear; Beryl Waters, Solihull, West Mids; Shaun Noble, Chelston, Torquay; Andrew Peacock, Broadstone, Dorset; Martin Wilson, Baslow Road, Sheffield; Henk de Jong, Dennedaal, Holland; Anthony Siggers, Yalding, Kent; Alan Bulley, Harlow, Essex; Barry Mills, Larkholme, Fleetwood; John MacKay, Bonlay Brae, Edinburgh; Chris Buckley, Bridlington, North Humberside; Dean Finister, Holbeck, Leeds; Stephen Davis, Preston, Lancashire; P James, Luton, Beds; Peter Rowell, Cramlington, Northumberland; Kerry Blake, Polesbrook, Peterborough; Chris Cotton, Daventry, Northamptonshire; R Mascall, Thornsbury, Bristol; P Clark, Abingdon, Oxford; Julie Allen, Crawley, Sussex.

Well done too all our winners, happy music makin'!



The Ultimate Rumour

Hot on the heels of *Elite*, Firebird Software continues to scour the ends of the Earth in its quest for convertable games. Just blagged for Firebird's 'Gold' range are two Ultimate titles — *Sabre Wulf* and *Underwurlde*, both originally written for the black tragic box. Don't go hunting for them until late summer as Firebird is taking its time getting them right. "They've got to be as good or better than the original versions" said the company. And the programmers doing the work know it .... "It's in the contract". Best of luck boys!

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Glider Pilot	8.95	6.95	White Lightning	19.95	14.95
Ghostbusters	10.95	8.45	Witch's Cauldron	7.95	5.95
Ghouls	6.95	5.45	Zaxxon	9.95	7.75
Hobbit	14.95	11.75	747 Flight Simulator	12.95	9.95

If the cassette you want is not on the above list, send an SAE for our free catalogue — we can obtain any software — cassette or disc.

NOTE: OVERSEAS ORDERS ADD £1 PER TAPE
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Doubler has been an **enormous success** and continues to sell very well. Why? Because it is the **best product of its type** on the market. Doubler uses a unique method that copies **all types of software** regardless of speed. It consists of **hardware and software**. The software is the key part as unlike other products of its type Doubler creates a **brand new machine copy**. It is very easy to use and very successful. In fact our tests **have proved** that this "device" can achieve **100% success**.

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ALIGNMENT PROBLEMS

1541 PHYSICAL EXAM £39.95

IS YOUR 1541 HEALTHY? OR WOULD ITS PHYSICAL EXAM LOOK LIKE THIS ONE?



Package includes:
- True digital alignment disk with offset tracks
- Quiet Drive stops to reduce need for continued realignment on old style drives.

DISC DISECTOR V3.0

Now the ultimate disc copying and utility program for the CBM 64 with 1541 disc drive has been **improved even further**. As well as general improvements plus the addition of some useful utilities two important new programs have been added.

The Evesham Nibbler
This is the first copier of it's kind to appear on the U.K. market. It is a **true nibbler** (byte for byte) copier that will copy **ALL DOS errors automatically**. This includes DOS errors 20–29 inc. plus non standard errors like half tracks, extra tracks, non standard sync. renumbered tracks, etc. They are all treated as normal work. No knowledge is required at all it just **"nibbles away"** and produces a perfect copy. Yet it **only takes eight minutes**. Has copied **all discs tested** (except itself). A **class above** anything else available.

Fast File Copier
An **incredibly handy** selective file copier that LOADs and SAVEs at **five times** normal speed. Sounds useful? You won't believe how much until you have used it.

As well as these programs "Disc Disector" incorporates a whole host of useful utilities including the following. **Fast Format**, **Selective Menu Maker**, **Disc Editor** (new sophisticated machine code version), **Scratch/Unscratch**, **Fastcopy**, **Rename**, **Fastload** (four times faster), etc. etc.

This program is an **essential purchase** for the 1541 user.

ONLY £29.95

Customers with earlier versions may return them along with £9.95 for "V3.0".

"QUICKDISC+"

Get a **QUICKDISC+** cartridge plugged into your '64 and your 1541 will really **start to perform**. So many features per pound (sterling) that you will hardly believe it. Includes the following . . .

Fast LOAD and SAVE (four to five times normal speed). Works with most protected software. Can be switched in and out from the keyboard.

Fast Format takes just 10 seconds.

Fast Backup copies an entire disc in four minutes. (Not protected software but ideal for your files etc.)

Fast File Copier for selective fast copying.

Improved DOS commands (DOS 5.1) makes for easy use of the disc drive. e.g. $(RETURN) will LOAD and display a directory without overwriting BASIC. SHIFT RUN/STOP will LOAD"0:*", 8, 1 etc. Very, very useful.

Incorporates Centronics printer software (user port) **with CMB graphics** capability. See "Commodore Connexion" for suitable lead.

A RESET switch is fitted on the cartridge which rounds off perhaps the most useful add on produced for the '64 in quite a while.

Now the price. No not £49.95 it's **not even half** that much. Can you afford to be without QUICKDISC+

ONLY £19.95

No extra connections are necessary with QUICKDISC+ and unlike most similar products it is compatible with printers and second drives.

STILL POPULAR

DISCO
Still **the best tape to disc** utility for normal speed loading tapes. Simple to use but rarely beaten.
ONLY £9.95

FASTBACK
Converts most slow loading tapes to **"turbo" load**. Single and multi part. Very easy to use. **ONLY £9.95**

BIG MOUTH
A superb text to speech synthesis program that is great fun to use. **Unlimited vocabulary.** **ONLY £7.95**

ROCKET
A useful resident fastload/save utility for the '64. Handy for the programmer who hasn't a disc drive.
ONLY £7.95

TAPER
Tape copier for normal speed loading software. Easy to use and very rarely beaten. **ONLY £5.95**

COMMODORE CONNEXION
Software and cable for connecting **any centronics type printer** to the '64. Or use with Quickdisc+.
ONLY £17.95

QUICKDISC
Speeds up disc loading by **four to five times**. Includes menu maker and other utilities. **ONLY £11.95**

AZIMUTH 3000
Allows you to **check and realign** your data recorder head alignment. Screwdriver provided.
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THE ANATOMY OF THE 1541
Get to grips with your 1541 with this **very detailed book**. Includes a full ROM dissassembly.
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DATA RECORDER
A **dedicated** data recorder designed for use on the CBM 64 or Vic-20. Specification as C2N but **with pause button.** Model available for the PLUS4 or 16 at same price.
SATISFACTION GUARANTEED.
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Type To The Beat

Good news for all you two-fingered cretans (chimpanzees, journalists, computer programmers). Precision Software has just launched *Supertype*, a professional typing tutor which aims to give step-by-step keyboard training to those who need it.

Supertype is aimed at all ages rather than just the under 10's *(Too bad. Ed.)*, as with most other typing packages, and claims to guide the novice through to complete proficiency, with speeds of up to 50 words per minute.

The package employs the rhythm method (that's what it says here!) and even includes a metronome to get you in the groove. *Supertype* comes with a 50 page, stand-up manual and costs £19.95 on cassette. Precision Software will tell you more on (01) 330 7166.

COMPUNET CORNER

Surya, our man with a modem, reports back with the latest goings on in the Compunet set.

Lots to tell this month . . . Compunet is really taking off! The best news is for those who've wanted to get together with others to present a united voice on complaints and suggestions to the service. Now you can! A bunch of 'netters have got together to form the Independent Compunet Club (ICC for short).

The club is just getting started but hopes to offer a whole range of services to members including *free* public domain software, special deals on commercial software, free technical help and — wait for it — a special ICC jungle. Other ideas include news pages and help with *MUD* — the multi-user dungeons and dragons game available through Compunet. This could be just the job if you've spent most of your time so far getting killed just after logging onto the game! It's about time those wizards had slightly less awe-inspiring powers if you ask me (if they suss my *MUD* persona now I'm for the chop!)

The ICC also intends to have regional meetings once it has enough members. If you want to meet other 'netters and even *Your 64* readers, sign yourself up. Membership of the club sounds like a bargain at £2.50 per year. You can get more details on 'net page 116534 and mail the club on Courier mailbox ICC.

Meanwhile, the Jungle continues to thicken. New spots include a Junior Jungle, a comms jungle and even a Hackers' corner. Those of you with phone numbers for bank and credit card computers . . . mind how you go!

But it's not just Compunet that has been busy. There is now so much user contributed software up on the system that Compunet has had to divide it up into separate categories such as games, utilities and so on. You'll notice user software reviews — before you buy a new program, cop a look at what others think of it. On this subject, one or two of you had discovered that you could vote for a piece of software more than once! This bug has now been fixed and the system now tells you how many users have voted as well as the average vote. Other users have been setting up CUGs (closed user groups) for, among other things, programming and amateur radio.

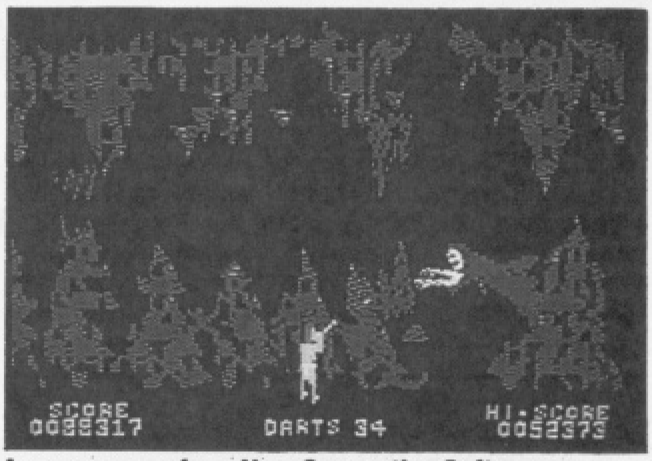
Those of you who prefer to do your bargain hunting from the comfort of your armchair should take a look at CompuStore. This is the computerised version. of CompuCard — a service that aims to find you the cheapest prices on consumer goodies such as micros, cameras, hi-fi, TVs and so on. You phone a number and describe the type of equipment you want and the exact make and model if you know it. CompuCard will then find the cheapest price in the country. CompuStore works the same way except that Compunet does the searching for you.

Existing CompuCard members can convert to CompuStore for free while new customers can get a free three month trial. After that, the cost is £20 per year but if you don't save more than £20 by using the service you can demand your money back! Go to page 310 for full details.

A big welcome to Viewtel "the world's first electronic newspaper" which is now available on Compunet page 202 as well as on Prestel. Viewtel includes the latest news, weather, financial info and, yes, even horoscopes.

Another addition is a regular index to the software available on Compunet. So if you want to find Minter's latest masterpiece (which, incidentally was up on the net two weeks before it hit the shops), take a peek at page 150.

Finally, if you fancy winning yourself a Psion Organiser, keep an eye on the What's New section (page 107701). There'll be one up for grabs in a competition run jointly with TV AM. Don't forget that you can download listings from *Your 64* straight from Compunet or talk to us via Courier mailbox YOUR64. See you there!



Amazon grace from New Generation Software.

Jungle Jitters

Amazon Warrior is the latest game from New Generation Software to be released for the 64 on June 20th.

You take the part of the Amazon Warrior who must survive seven challenges through four levels of difficulty, armed only with a blowpipe and a limited number of poisoned darts. The game is in three phases — the jungle, the caverns and the ruined temple. As you might expect, you've got to defeat various strange insects and obstacles before you can move onto the next phase.

Priced at £7.95 on cassette, find out more by ringing New Gen on (0225) 316924.

Who's A Clever Boy Then?

Oh no! Not another Basic extension package to add to the list already as long as your arm. But MCT Basic is a little bit different. Rather than adding whatever commands the programmer felt like at the time, MCT's package is compatible with the Basic provided on the Plus/4 and C16. So rather than being left out in the cold you can now type listings for the Plus/4 and C16 into your 64 and watch them run!

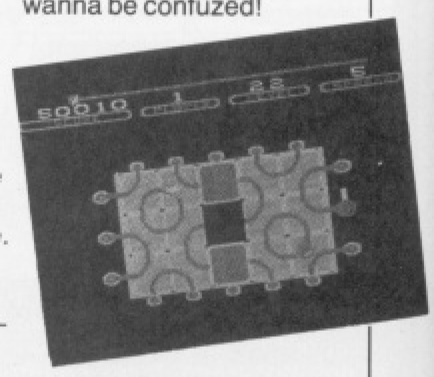
Of course, there are trade-offs. The 64 can't do eight brightness levels or flashing characters. Then again, the Plus/4 and 16 can't do sprites or sound as well as the 64 so MCT has added additional commands to exploit these facilities. There's also a difference in tape formats — MCT has decided to stick with the 64's. So you can't load up a Plus/4 or C16 program but you can load all your old 64 programs and run them with MCT's additional extras. At £10.95, it sounds more than sensible. Give MCT a ring on (0603) 633005

Confuzed? You Will Be...

Picture the scene... You are in a huge 64 storey *(Had to be. Ed.)* automated plant obviously used in the production of deadly confuzion bombs. Your mission, as saviour of the world, is to destroy the entire explosive stockpile.

This is the objective of Incentive Software's latest game, *Confuzion — Fuzion Of Mind And Machine* which at long last you should now be able to get hold of.

Confuzion is available from stores and mail order and costs £6.95 including P&P. Contact Ian Andrew on 0734 500551 if you really wanna be confuzed!



Run round defuzing the bombs in Incentive's Confuzion.

COMMODORE 64



MICRODEAL

It's Electric



Something new for your cat to sit on.

And now for a real spark of an idea from AKG Acoustics Ltd — the AKG anti static mat. The mat has been specially designed to harmlessly discharge the build-up of static charge which can be very damaging to computer program material and even to the computer itself.

The static eliminator mat, which is available in two sizes — 35 × 50 cm and 46 × 61 cm, is made of tough conductive material and is even supplied with an earthing wire. (*What more could you ask for? Ed.*)

The AKG mat is priced at £11.99. Phone (04868) 25702 to charge up on the details.

HARDLINES

Need a good read? Some heavyweights worth getting your teeth into...

Rae West has established himself as unofficial bible writer for Commodore machines, first for the Pet range and recently for the Vic. His long awaited **Programming the Commodore 64** is now available and more than lives up to expectations.

Unlike so many publications, this is *not* a rewrite of the ubiquitous *Programmer's Reference Guide* with a few Basic listings thrown in. Within its comprehensively indexed 600 pages are 17 chapters and 19 appendices that explain almost all aspects of the 64 from elementary Basic to advanced machine code. The author takes time over explaining things and includes plenty of examples in both Basic and code.

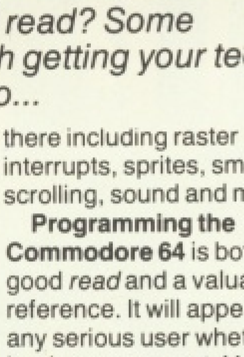
The book kicks off with a simple introduction to the 64 and then proceeds to fully cover Basic. There's a detailed Basic reference and some advanced stuff such as adding new commands and so on. Next, it looks at the 64's architecture which naturally leads on to machine code.

Code is introduced in a complete if concise way which includes 64 specific techniques and useful extras such as mixing code and Basic. Rae rounds off with the obligatory 6510 instruction tables and one of the most detailed ROM guides ever — it even has equivalent Vic entry points.

Graphics and sound are well covered but the treatment of bit-mapped graphics is not up to the standard of the rest of the book. Still, everything is there including raster interrupts, sprites, smooth scrolling, sound and music.

Programming the Commodore 64 is both a good *read* and a valuable reference. It will appeal to any serious user whether beginner or expert. You might think that the only thing that makes this book stand out from the hundreds of often mediocre texts now available is its price. Yes, it's expensive but it's also great value for money. The *Programmer's Reference Guide* now has a real rival!
Clive Emberey

Programming the Commodore 64
Raeto West
Published by Level Ltd,
ISBN 0-950765-02-3
£14.90



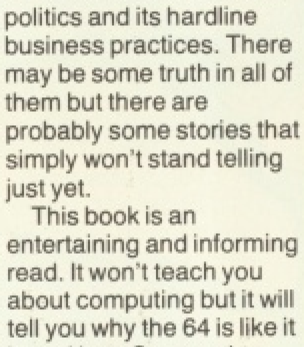
I admit it. It isn't really a computer book. But it is, as they say in the biz, a damn good read. **The Home Computer Wars** by Michael Tomczyk is a fun little history of Commodore's dealings in the computer world from the first Pet to the day Commodore founder Jack Tramiel walked out and bought Atari. Michael should know what he's talking about — he went from being an out of work salesman with six dollars to his name via Tramiel's personal assistant to the man behind the Vic in three years flat.

We've all heard the over-quoted Tramiel classics, "Computers for the masses not the classes" being the worst offender. But this lump of silicon soap gives you the full story not only behind the boss but also his trusted family of 'Commodorians' and their 'war' on rivals like Atari and Texas Instruments *(Who they? Ed.)*.

Even so, you still get a suspicion that you're not told everything. Commodore is surrounded by rumours of its boardroom politics and its hardline business practices. There may be some truth in all of them but there are probably some stories that simply won't stand telling just yet.

This book is an entertaining and informing read. It won't teach you about computing but it will tell you why the 64 is like it is and how Commodore makes its money and its mistakes. It ranks alongside computer classics such as *Soul of a New Machine* and Adam Osborne's *Hypergrowth*. Next time you need a break from that steaming keyboard, this is the one to pick up.
Max Phillips

The Home Computer Wars
Michael Tomczyk
Published by Compute! Books,
ISBN 0-942386-78-7
£14.95



OFF THE HOOK



Pass on your tips or pass off your problems ... Our helpline king Martin McGuinness *looks back on the month's phone chat.*

Grovel time again ... some of you have pointed out that the 3D maze prog (Keyboard Kapers, issue 8) was a touch difficult to read. If you want a better copy of the listing send me a large stamped addressed envelope and I'll pop one off to you.

TWO SIDES

This month's most asked question is whether or not it's possible to use both sides of a disk on a 1541 drive. The answer is yes but. . . To do it, you've got to cut a second square notch opposite the one already on the disk. The flash way to do this is with the help of Associated Computer Marketing's Disk Doubler. This fiendish tool cuts a new notch in precisely the right position in seconds. . . thus halving your disk bill. ACM is on (0252) 330100 and the doubler costs £15 inc vat and delivery (*Scissors are kinda cheaper Ed.*).

But you never get something for nothing. Using both sides of your disk will reduce its life and increase the chance of errors. Still, you may be lucky and find it works okay on your particular machine.

SPEED POKE

Once again I've received some useful tips from Angus Muir of Cheshire. To change the operating speed of the CPU, use:

```
POKE 56325, (0-255)
```

Normal speed is 51.

To disable every Basic statement using a PRINT command, use:

```
POKE 776,200
```

To get lower case characters from within a PRINT statement, use:

```
10 PRINT "(CTRL + N)"
```

To switch to upper case, switch on reverse video using (CTRL + 9) and then type:

```
10 PRINT "(SHIFT + N)"
```

If line 10 is now listed, you'll see that there is only one character which is in reverse video.
Thanks Angus!
Remember folks, if you've got some hints or tips that might interest other readers not fitted with a mega-brain don't keep them to your fortunate selves. Pass them to me by phone or post and I'll gladly spread the word.

MANIC PANIC

Finally, I had a very distraught lady ring me continuously this past month asking how to get unlimited lives in Manic Miner. I was unable to help at the time, but now, thanks to Peter Stephenson of Newcastle and David Stocks of Tamworth, I am able to oblige this poor woman. Firstly, type

```
VERIFY "",1,1
```

The first part of the program will now load. When it has, switch your 64 off and on and type:

```
LOAD "",1,1
```

The second part of the program will now load. Once this is done, type:

```
POKE 16573,234
POKE 16572,234
POKE 16571,234
```

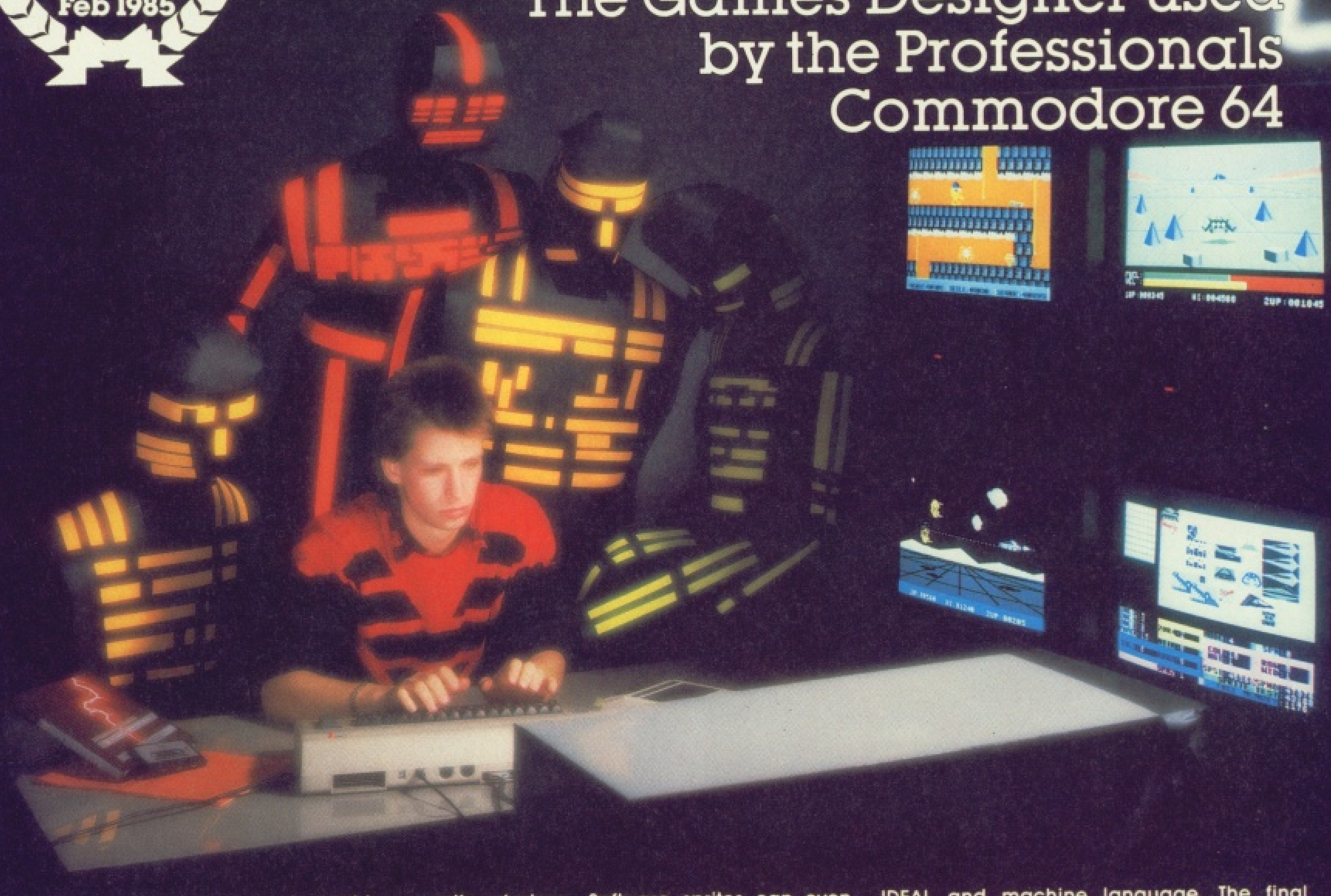
Finally, enter SYS 16384. This will give you infinite lives. Isn't it easy when you know how?

Phone Micro Marty on the *Your 64* Helpline between *10am-1pm and 2-5pm* on Tuesdays and Thursdays only please!
01-636 3513

White Lightning

Program of the Year (Utility) L.E.T.C.T.A. Awards Feb 1985

The Games Designer used by the Professionals
Commodore 64



Now, without any knowledge of machine code, you can write fast, smooth, professional, totally original games and market them without paying royalties.

Even if you have already mastered machine code, we believe that the time and problems saved by writing in White Lightning's **FORTH**-based high level language could revolutionise commercial games writing for years to come.

IDEAL IDEAL is an Interrupt Driven Extendible Animation sub-Language. Once you have mastered IDEAL's easy to learn set of over 100 commands and just a little FORTH, you will be ready to produce arcade-quality games even if you don't know machine code. Up to 255 software sprites, each with its own user-defined dimensions, can be moved around the screen (or memory), scrolled, spun, reflected, enlarged or inverted with amazing speed and smoothness. Operations are possible between screen windows, sprites and sprite windows. Software sprites can even stretch across several screens, so those difficult scrolling landscapes that form the basis of so many games are easy to achieve. White Lightning also adds PLOT, DRAW, POLY and CIRCLE as well as fully supporting the Commodore's own excellent hardware sprites and sound facilities. The IDEAL routines operate in hi-res or 4-color modes.

MULTI-TASKING Because White Lightning uses **interrupts**, you can effectively run two programs at once. This means, of course, that games like Space Invaders and Defender can be written without complex timing calculations. So while one program smoothly scrolls the landscape, the second amimates the other characters. This is undoubtedly one of White Lightning's most powerful features.

MARKETING AND PORTABILITY Although White Lightning uses an integer FORTH as its host language, programs can be written in a combination of Commodore BASIC, FORTH, IDEAL and machine language. The final program will run independently of White Lightning and absolutely no marketing restrictions are imposed.

BASIC LIGHTNING In addition to the White Lightning program itself, the package also includes an extended BASIC. This BASIC adds more than **200** reserved words including all the IDEAL commands, procedures and a full set of **structured programming commands**. Up to five tasks can be run simultaneously. BASIC Lightning is also available separately.

SPRITE DESIGN White Lightning comes complete with a separate sprite designing program. Two libraries of sprites are included and up to 255 sprites can be designed with loading and saving facilities between sessions.

The package comes complete with two 100-page manuals and a free demonstration program is included to show off the potential of the system.

Please send me the following Lightning Systems Pack(s)

Basic Lightning Tape (£14.95)	☐
Basic Lightning Disc (£19.95)	☐
White Lightning Tape (£19.95)	☐
White Lightning Disk (£29.95)	☐

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OASIS SOFTWARE

12 Walliscote Road, Weston-super-Mare, Avon BS23 1UG. Telephone: (0934) 419921. Telex 437287 Sharet G.

Jet Set Jumpers

"Hey Captain Roger, do you think *Jump Jet*, this new combat and flight simulator from Anirog could be a major breakthrough in these sort of games? Over".

"Could be Captain Over, I mean there hasn't been one released with an actual speech synthesiser built in. Kinda makes it realistic don't it? Roger." (eh?)

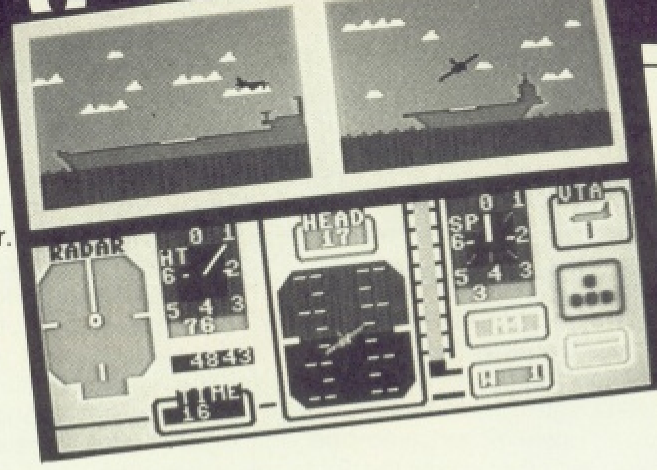
"Sure does and what's more, it's full of arcade action and has some great sound effects as well as requiring a lot of skill and concentration Roger. Over." (eh?)

"I like the way one can fly up the ranks from First Lieutenant to Group Captain. I'm going to start saving my £14.95 now so as I can buy the disk version when it comes out. Roger." (eh?)

"I'm gonna buy the cassette version for £9.95 myself. By the way when does it come out? Over. (eh?)

"Around the middle of June, from what I hear, but you could ring Anirog's base on (0322) 92513. Roger." (eh?)

"Thanks I might just do that. Roger, over and out."



Shirley, it's not another flight simulator?

MISS ADVENTURE

Down in the dungeon or counting your coins? Miss Adventure herself, Teresa Maughan *with your tips and troubles . . .*

For all you super sleuths who are still stuck in the prehistoric era of adventuring, Tony Jackson of Bexley has provided a few timely tips to ease those adventuring blues.

Lords Of Time

To First zone:

The planks — Tie these together with the rope to make a useful bridge.

The mirror — This may be useful to a vain plant and you will get your just deserts.

The keys — These are usually made of metal, look up lodestone in the dictionary and wave the solution.

The tooth fairy — Drive a very hard bargain with the tiger tooth.

Second zone:

The woolly mammoth — This animal is frightened of fire, if you've managed to collect the petrol from the red porsche in zone one, light it and pour it on the mammoth.

Heroes Of Karn:

Bag of gold — This can be found in the long barrow and is protected by the Barrowright who loathes the bible — try attacking him with it.

Dungeon — Use the gold to bribe the guard.

The sword in the block — Ask Beren to 'Take the sword'.

The lizard — Light the gas around him.

The frog — In the true tradition of fairy tales kiss the frog — you never know he may turn into a prince.

Rescuing Istar — Play the flute to break the ice bars but make sure you remove the bottle first.

The vampire bat — Instruct Istar to 'Attack vampire with cross'.

Well that should keep you going for a while as long as the trolls don't get you first. Remember send us your clues as well as your desperate pleas for help and don't be afraid of sending us maps of locations — the best will get printed.

Send your solutions to Miss Adventure, *Your 64*, 14 Rathbone Place, London W1P 1DE.

Poor souls still looking for that guiding light:

Token Of Ghaull
NG Marshall,
16 Doveton Way,
Newbury, Berks.

Sherlock
Dennis Tanssen,
Burig Tellengenste 70,
1073 KG Amsterdam, Holland.

Twin Kingdom Valley
David Lomas,
10 Kent Drive,
Congleton,
Cheshire CW12 15D.
Tel. (0260) 274487 after 4 pm.

The Pen And The Dark
Ian Simpson,
5 Pelton Mews, Pelton,
Chester-Le-Street,
Co Durham, Durham,
DH2 1QG.
Tel. (0385) 700521 after 3pm.

Pub Quest
S McCulloch,
49 Manderville Avenue,
Lisburn, Co Antrim,
N Ireland BT2 75AL
Tel. (08462) 74508 after 6 pm.

Mystery Of Munroe Manor
Steve Harwood,
52 Alder Drive,
Hogton, Preston,
Lancs PR5 0AD.
Tel. (0254) 852450.

The Hobbit
Amos Laber,
Kibutz Nir Itzhak,
DN Neger 85455, Israel.
Tel. (972) 5783461.

Valhalla
Paul Rigby,
5 Ash Lane,
Hopwood B48 7TT.
Tel. (021) 445 3441 between 4.45 and 9.00 pm.

Bruce Lee
Greg Whitehead,
34 Elmfield Gardens,
Gofoth, Newcastle. NE3 4XB.

Gateway To Asphai
Kirsten Svendsen,
Nyringen 79 ST TH,
8240 Riisskov, Denmark.

The Golden Baton
Stuart Allen,
9 Craigvicar Gardens,
Mt Vernon, Glasgow G32.
Tel. (041) 778 5184 after 6 pm.

Those masters of adventuring who are offering help include:

The Hobbit
David Elly,
22 Lostock Grove,
Stretford, Manchester
M32 9RP.

Castle Of Terror
Peter Martin,
25 Wellington Gardens,
Bangor, N Ireland.
Tel. (0247) 458613 between 5.30 and 10.30 pm.

Heroes Of Karn
Tony Jackson,
64 Wansunt Road,
Bexley, Kent DA5 2DJ.

Eureka
Mark Buckley,
8 Roman Drive,
Mount Huddersfield,
W Yorks HD3 3XR.
Tel. (0484) 655263 after 5 pm.

Mr B Khan,
56 Broadmark Road,
Slough, Berks SL2 5PR.
Tel. (75) 75802 between 9 am and 5 pm.

Alistair Giltram,
The Well House,
Cranbook, Kent.
Tel. (058080) 276.

Colditz
Prehistoric Times
Philip McCarroll,
18 Dows Road,
Ballycairn, Belfast BT8 8LX.
N. Ireland.

Colossal Cave
Sean O'Kane,
72 Hampstead Park,
Culmore Road,
Londonderry, N Ireland
BT48 7RY.

Lords Of Time
Tony Jackson,
64 Wansunt Road,
Bexley, Kent DAS 2DJ.

Aztec Tomb
Rodney Lovie,
128 Gellymill Street,
Macduff, Banff Shire,
Scotland AB4 1XD.
Tel. (0261) 32593 between 5 and 9 pm.

Dallas Quest
Urban Upstart
Marco Van Slageren,
10 6G EC, Amsterdam,
Holland 020 1g2062.

Valhalla
Voodoo Castle
S Evans,
121 Grove Hurst Road,
Sittingbourne, Kent
ME10 2TA.

The Hulk
Colin Lennox,
16 Hutton Street,
Sunderland,
Tyne and Wear SR4 7HB.

Y64 ADVENTURE HELPLINE

I'm admitting failure with/probably the No.1 expert on* ....

....

Here's my problem/tactical hint* ....

....

....

....

....

*Delete as applicable

Name ....

Address ....

.... Postcode ....

Phone ....

And I'll be there from .... (am/pm)

Complete this coupon (or a photocopy of same) and send it off to Y64 Adventure Helpline, *Your 64*, 14 Rathbone Place, London W1P 1DE.

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MISSIVES

Don't suffer in silence, gloat in private or smirk in the mirror! Let the world know your problems, tips, funnies and opinions by writing to Your 64. *We pay a tenner for the star letter each month.*

Write to Missives, Your 64, 14 Rathbone Place, London W1P 1DE.

COBOL ANSWERS...

When you told J L Masterman that you couldn't get a Cobol compiler for the 64 I thought 'I won't write in, let someone else do it'. However, since no-one has yet come up with the right answer, I feel I must set the record straight.

Yes, there is at least one Cobol for the 64 (and a Fortran for that matter) available from Ellis Computing inc, 3917 Noriega Street, San Francisco, CA 9Y122, USA. They're called Nevada Cobol and Nevada Fortran and cost around $90.

Who does Geoff Crowther (Missives, issue 8) think he's fooling when he says you can get Comal instead? Comal might be a nice, structured language but as for being able to run Cobol programs — it's news to me. He seems to have got his wires crossed between Cobol and Basic because a lot of Basic programs can be run directly under Comal without any changes. I've yet to see a version of Comal with a DATA DIVISION, ENVIRONMENT DIVISION or maybe a COMPUTE statement let alone SEARCH, TRANSFORM, SORT and MERGE to mention a few standard Cobol words.

Ben Hoff Sorensen, Kuwait

Beats me why anyone would want to run Cobol on the 64 anyway. I prefer the built-in Basic — honest! Methinks you'll need Commodore's Z80 cartridge for the Nevada programs as well. Ed.

STAFF STIFF

Hey, like zowie ... I'm just freaked and frazzled out by your mega-brill map of *The Staff of Karnath* by the wacko-exclusive Mark Watkinson. Yes folks, I've just gone through three (nearly four) joysticks since I played the game for the first time and wondered what those colourful Z-shaped thingies are!

After all your bold teachings I've got something to teach you (so there!) In that nice room — The Timeless Room — hit the carpet with the Throbin spell then walk onto it. One flying carpet! (*Tell us something we don't know Ed.*) This spell can also be used on the venom-spitting python.

I did exactly what you said in The Morning Room and something really weird happened — all my energy went, Sir Arthur's legs disappeared and lots of Knights and a skeleton started walking around. I was spellbound but I had to switch off and load it all again. Has anyone else had this problem?

I'm now the best in our street at Karnath though saying your map was perfect is like saying Mick Jagger has got tiny lips! (*some people are never satisfied Ed.*)

If you want to make your mag better, make Arcade Ace into one or two pages and in colour. Make the top twenty into a top thirty or forty. Let's have more lovely maps and more short listings! Righty-ho, I'm off to play 'you know what' so until next time...

Christian Calissendorff (honestly), Leighton Buzzard.

PS How about a pic of Roger Munford? Is it true he's mad?



Here's a pic of our very own Roger Munford although we're open to offers ...

UNHELPFUL COMMENTS

Firstly, I buy your magazine every month and find it the most varied and interesting magazine of its type. Having said that I must qualify for a 'bunch of software' and will be watching the post box. (*Nah, they all say that Ed.*) I noticed in the free advertisement section a reader who wants help with *Forbidden City* — a 'type in' adventure from the Commodore 64 Program Book. Once LISTed you will find that lines 2190 to 2202 are DATA statements containing all the nouns and verbs used in the adventure. Each separate word is three characters long. If you're desperate and don't mind cheating, you could always try every noun with every verb!

I have recently been attempting *'Eureka'*. I completed the first adventure only to find a map in another magazine. After hours of painstaking exploration, all I got for my work was square eyes. What do other readers think about maps of whole adventures? Maybe a few helpful hints would be less irritating to the more experienced adventurer who has already completed the whole thing. (The fact that I don't want anybody to get anywhere in the particular adventure so that I can hog all the prize money to myself has nothing to with it.)

John Clarke, President of the Obsession with Winning Prizes Association, York.

Congrats on this month's turkey tip. Maybe you'd prefer it if we published misleading maps of prize adventures just to throw others off the scent... Ed.

R2D2 WHERE R U?

I am building a robot and at the moment it is going quite well. However, I do have a question to ask. What voltage is sent through the user port? I need to buy motors that match. What do I type to send out the current and where will it emerge from? I am using eight motors and two bulbs and would like to know where I can get a user port connector. Please keep up with the good work on *Your 64!*

Russell Flaherty, Liverpool

Sounds like R2D2 needeen't worry just yet. I suggest you get hold of a book or mag article to give you a better idea of what you need. Ed

BREAKING THE LANGUAGE BARRIER

Please, please, please can you tell me a bit about languages on the 64 — I've spoken to several Commodore stockists and none of them are any help!

Originally, I decided on the CBM 64 because it was not only the best value for money, but it's capable of running numerous languages. *Your 64* came up with all the goods on Forth and Pascal, but I'm interested in Cobol, as well as Fortran.

I have also been told that language cartridges are available that don't use up the available RAM. Can you tell me which ones they are please?

Glenn Roberts, Canterbury, Kent.

For starters, you'd be well advised to find a Commodore stockist that knows a bit about the 64! And, yes Your 64 will be looking at more languages in future issues. Ed.

IMPOSSIBLE BUG

I read your review of *Impossible Mission* in the May edition of *Your 64* and was inspired enough to go out and buy it. Boy, am I glad I did! It's the best game I've ever seen — the graphics are so good I keep making the little man do somersaults just so I can drool over the terrific animation. In fact, it's almost perfect.

"Almost?" I hear you cry. Yes — almost. I hate to say it but there's a BUG!!! Fortunately it need never be encountered and in no way hinders completion of the game as Dave Roberts has proved. But it just goes to show that even the 'megagames' aren't flawless.

I stumbled on the bug accidentally and will never make the mistake again. It occurs in the room where there is just you, a black ball and a computer terminal. If you go to the rightmost platform at the bottom of the screen and somersault to the right, you don't fall off the bottom but instead you stick to the wall! When the ball gets you a buzzing sound starts but never stops. The only way out is to hit Run/Stop and Restore and that renews your game. Despite this I still think the game is an epic and will go on playing it forever. Thank you CBS/Epyx.

R Carray, Amesbury, Wilts

CHEAP TRICK

Here are a few tricks and tactics that I find useful. Firstly, *International Soccer*, shoot from the edge of the area and run in. The goalie will dive and save the ball. It should rebound to you. All you have to do is blast the ball into the net while the goalie is still on the ground. Works every time!

Secondly, *Who Dares Wins*; don't buy it (that's a good tip). Finally, *Football Manager*, at the start of the season when you see the menu, press 'a'.

MISSIVES

This will give you the chance to transfer a player. Pick any player for transfer but when the bid comes up refuse it. Your player will then become injured. Do this to all your team and by the first or second game of the season all your team will be back to full energy.

In return, does anybody know the infinite lives POKE for *Manic Miner* or *Jet Set Willy*?

A Cherrett, Winchester, Hampshire.

So, you reckon you could take our Chart Challenge on at Soccer do you? See our challenge match this issue for some real tactics. As for Football Manager it sounds crazy enough to work and we'll ignore your rounded objective assessment of WDW!

We've got enough lives at Manic Miner to wallpaper the office. At the risk of being deluged, I'll admit we haven't sussed Jet Set Willy yet. Any offers? Ed.

PHOTOPHOBIA

Can you tell me why it is necessary to have a photo of a person along with their high score? This, in my opinion, is a waste of space. Instead you could fit in scores for the top 15 or even top 20 games. In protest, I've sent my high scores in without my photograph.

For unlimited lives in *Revenge of the Mutant Camels*, type LOAD and wait for the program to load. Next:

```
POKE 35841,234
POKE 35842,169
POKE 35843,254
SYS 34800
```

The game should now be running and you will not be able to die. Even better, type in 'GOATS' when the program, is running and you'll see the words CHEAT MODE OPERATIVE. Pressing the space bar will now move you between screens. *Zaxxon* can be fixed without resort to POKEs — simply type 'RED' while the game is running and you will not crash into anything.

Llamasoft's *Matrix* also has a cheat mode — press Ctrl, Shift Lock, Run/Stop and the Commodore key at the same time and you will advance to the next stage. If you do this at the start of each wave you should get a 3000 point bonus each time.

Stephen Perriam, Newton Abbot, Devon.

Thanks for the tips. I'm sorry you're too embarassed to send us a mugshot ... Ed.

THE 15:41 WILL BE RUNNING LATE ...

I am considering buying a disk drive for my 64 but understand that the 1541 is not very fast. I gather that this has something to do with the serial port. Is there any way that this can be modified to improve the 1541 or is there any way to use other disk drives on the 64 without considerable cost?

R Jones, Redcar, Cleveland.

What do you want — blood? Yes, the 1541 is a little laid back — it's slower than a speeding Clacton train, more torpid than a tory politican and easily out-paced by any number of cassette turbo-load systems. But it's a bargain all the same!

You can make it faster with hardware such as 1541 Flash or Express or with software turbo-loaders — watch these pages for a showdown chart soon! However, as it stands, the 1541 is a great improvement over cassettes — it loads and saves faster, lets you write really fancy routines and lets you buy bigger and better programs.

If you really want a fast(ish) disk system, you can buy an IEEE cartridge for the 64 and hang some old PET drives (8050s) off it. If this sounds like expensive hassle it is — you should stick with the 1541. Ed.

TIP OF THE DECADE!

Buy *Softaid* and save over £75. Games include *Gumshoe, Beamrider, Kokotoni Wilf, Flak* and lots more. Who needs *Your 64* Soft Wares or the Spectrum UK compo when you can get this? Over £80 worth of software for just £4.99 ... What a bargain!

Andrew Waters, Aberdeen, Scotland.

Couldn't agree more! But you should see our special offer on Softaid ... Ed.

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Y64 TOP TEN CLASSICS



A. Irwin £317,000 | **Tony Groves** £327,600 | **G. Hughill** £999,900

1 ↑2 — **GHOSTBUSTERS** ACTIVISION

2 ↑8 — **STAFF OF KARNATH** ULTIMATE



Andrew Grifo 6.42pm | **Robin Cowin** 6.46pm | **Tristan Simmonds** 6.54pm



Mark Buckley 7-0 level 9 | **Mark Slater** 8-0 level 9 | **Colin Lennox** 9-0 level 9

3 ↓1 — **INTERNATIONAL SOCCER** COMMODORE

4 ↓5 — **RAID OVER MOSCOW** US GOLD



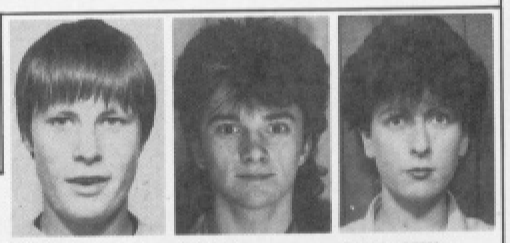
David Burney 520,000 | **David Freeman** 312,600 | **Adrian Terruli** 281,900



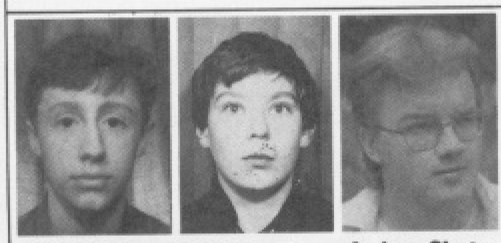
David Freeman 713,600 | **P. Eves** 765,256 | **D. Reynard** 798,600

5 ↓3 — **BEACH HEAD** US GOLD

6 ↑10 — **IMPOSSIBLE MISSION** CBS/EPYX



David Burney 25,411 | **Scott Stevenson** 24,729 | **Cindy Miller** 23,014



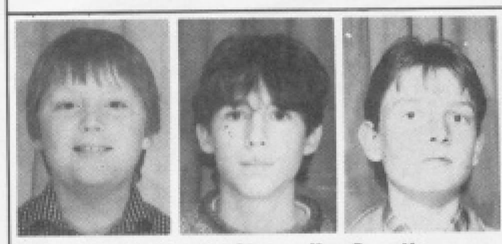
Philip Alder 246,300 | **Mark Buckley** 285,158 | **Andrew Clarke** 691,575

7 NEW — **BRUCE LEE** US GOLD

8 ↓4 — **DALEY THOMPSON'S DECATHLON** OCEAN



Neil Barry 98,416 | **Christian Risby** 75,542 | **James Fanar** 62,500



Duncan Campbell 8 world records | **Paul Chappell** 8 world records | **Quentin Dalrymple** 8 world records

9 ↓6 — **SUMMER GAMES** QUICKSILVA/EPYX

10 RE-ENTRY — **DECATHLON** ACTIVISION



Shaun Oldale 11,345 | **Benji Dale** 11,101 | **J. Narex** 11,000

Y64 TOP TEN HOT SHOTS

1	NEW	**INTERNATIONAL BASKETBALL** COMMODORE
2	NEW	**IMPOSSIBLE MISSION** CBS/EPYX
3	NEW	**ELITE** FIREBIRD
4	NEW	**CAULDRON** PALACE SOFTWARE
5	↑6	**RAID ON BUNGELING BAY** ARIOLASOFT
6	NEW	**SPY VS SPY** US GOLD
7	NEW	**SOFTAID** QUICKSILVA
8	NEW	**RAID OVER MOSCOW** US GOLD
9	NEW	**AIRWOLF** ELITE
10	NEW	**SUPER HUEY UH-1X** AUDIOGENIC/US GOLD

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WHO DARES WINS!

Welcome to the thrills and spills of the UK's most exciting games charts. In the classics, you tell us your top games and your top scores. The Hot-shots reflect the most wanted games this month. Remember these are your charts and your vote counts — *use it now*!

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The heat is on in your Top Ten Classic chart as the best joystick jockeys among you compete to get your faces in the top places! We want you to tell us your all-time fave games and the red-hot scores you've notched up playing them. Include a passport-sized black and white photo of yourself, get the coupon signed by a witness and if you're good enough, you'll find yourself in *Your 64* with the best!

YOUR 64 CHART CHALLENGE

My top five all-time favourite games are:

1 ....
2 ....
3 ....
4 ....
5 ....

The next games that I'm getting hold of are:

1 ....
2 ....
3 ....
4 ....
5 ....

My top scores are:*

1 ....
2 ....
3 ....
4 ....
5 ....

*Please specify level of difficulty

Stick your photograph here if you are going for the High Scores Chart

And this is who I am:

Name ....

Address ....

.... Postcode ....

Independent witness*

Name ....

Address ....

.... Postcode ....

*Must be over 18

Complete the coupon (or a photocopy of same) and send it to *Y64* Chart Challenge, *Your 64*, 14 Rathbone Place, London W1P 1DE. Make sure you include a black and white photo of yourself if you're going for the high scores!

MAGAZINE HEALTH WARNING Using scissors on this page may impair the overall health of this magazine — please use a photocopy instead.

SOFT WARES

Get yourself onto a nice little earner with Your 64's exclusive software deal.

RIGHT! It's like this. You vote your favourite and most coveted games into our top ten charts. Then we get on the blower and fix up a few deals for you. Yes, John, we're offering brand-new, original games direct to you at exclusive prices. Just being a *Your 64* reader gets you in on the deal. Do yerself a favour ... fill out the coupon now and save some of those readies!

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Code	Game	R.R.P.	OUR PRICE
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002	☐ Staff Of Karnath (Ultimate)	£9.95	**£8.95**
011	☐ International Soccer (Commodore)	£14.99	**£12.99**
015	☐ Raid Over Moscow (US Gold)	£9.95	**£8.95**
014	☐ Beach Head (US Gold)	£9.95	**£7.95**
016	☐ Impossible Mission (CBS/Epyx)	£8.95	**£7.95**
001	☐ Bruce Lee (US Gold)	£9.95	**£8.95**
013	☐ Daley Thompson's Decathlon (Ocean)	£7.90	**£6.90**
017	☐ Summer Games (Quicksilva/Epyx)	£14.95	**£13.95**
019	☐ Decathlon (Activision)	£9.99	**£8.99**
027	☐ International Basketball (Commodore)	£5.99	**£4.99**
028	☐ Elite (Firebird)	£14.95	**£13.95**
029	☐ Cauldron (Palace)	£7.99	**£6.99**
023	☐ Raid On Bungeling Bay (Ariolasoft)	£9.95	**£8.95**
005	☐ Spy Vs Spy (Beyond)	£9.95	**£8.95**
030	☐ Softaid (Quicksilva)	£4.99	**£5.99**
031	☐ Airwolf (Elite)	£7.95	**£6.95**
032	☐ Super Huey UH-1X (Audiogenic/US Gold)	£11.95	**£10.95**

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(Credit card order cannot be accepted without a signature.)

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SOCCIT TO ME!

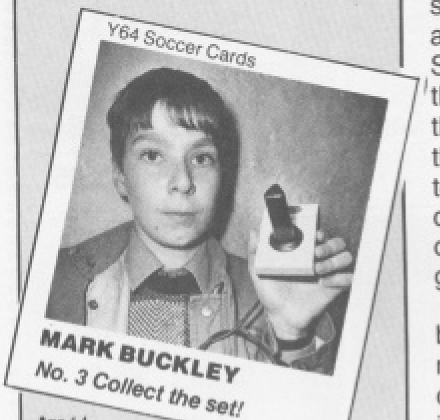
Welcome to the first of our Chart Challenge play-offs where top scorers from our charts battle it out in the Your 64 *stadium. Your commentator is* Pete Connor ....



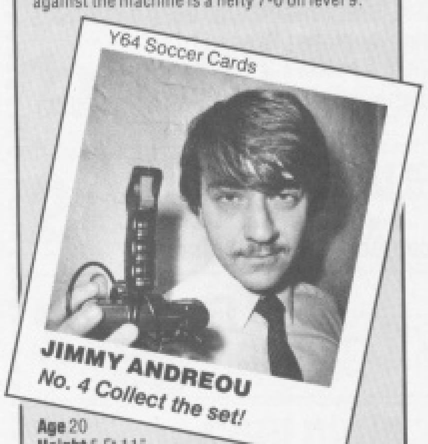
Age 13
Height 5 Ft 1"
From Wolverhampton
Hugh has had a 64 for two years and enjoys *Suicide Express, Impossible Mission* and *Boulderdash* when he's not playing 'Soccer. He's also pretty useful at Snooker with a 50 plus break under his belt. Off the screen, he has the misfortune to support Wolves. Best score against the computer is 7-2 on level 9.



Age 14
Height 5 Ft 10"
From Huddersfield
A Middlesborough supporter (excuse — "I was born there"), Michael has been playing 64s for two and a half years. His top games include *Suicide Express, Quo Vadis* and anything Tony Crowther writes! A traditional player, Michael goes for rebounds and diagonal shots from the by-line. So far, his level 9 top score is only 4-1 but Michael remains hopeful.

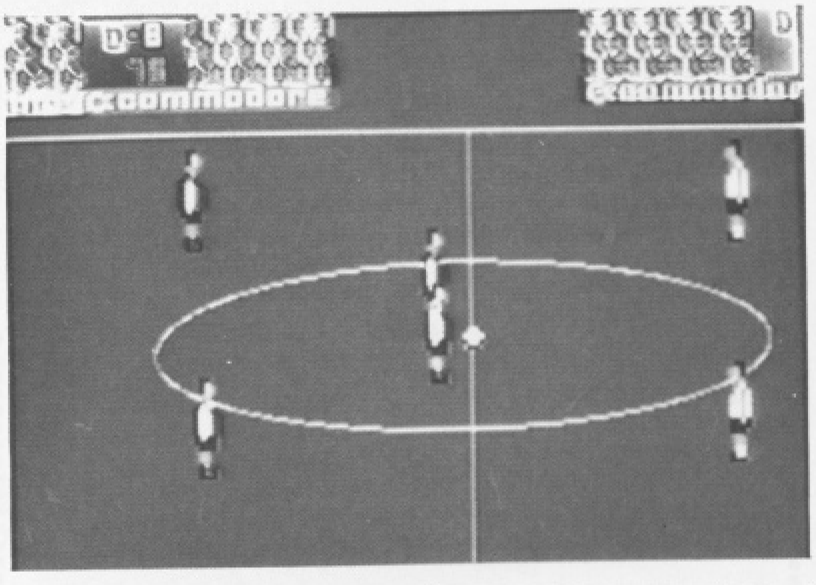


Age 14
Height 5 Ft 1"
From Huddersfield
Hiding his TI99 background, Mark too has been a 64 owner for two years. Fave games include *Spy Hunter* and *Boulderdash* while fave team is Man United. The goalie jumps straight up — a goal everytime! Best score against the machine is a hefty 7-0 on level 9.



Age 20
Height 5 Ft 11"
From Tottenham, London
The grand old man of the tournament. His favourites include *Zaxxon* and *Falcon Patrol* and there's no need to mention which team he supports. Into soul music, Jimmy takes a cool view of tactics — tackle hard, keep close and never admit he's lost. "It only takes a second to score". Jimmy starts the competition with a 6-0 score on level 9.

Sharpening their joysticks, cramming in those late last minute work-outs, four of the best picked from our top ten charts trucked down to our offices for the first *Y64* play-off We gave them lunch, fired up our most trusted 64, wrestled with our worn *International Soccer* cartridge and left them to fight it out in our subterranean stadium. Well, at least we didn't make them wear football kit ...



Match conditions were almost ideal ... The groundstaff provided a couple of Quickshots but most players chose to play with their own joysticks ...

Semi-Final 1 — Jimmy vs Michael

A great start to the competition with a game that had eveything; thrills, goalmouth spills, courage and a result that turned the form books inside out.

The game got off to a scrappy start with neither player being able to take a grasp on the game. Suddenly, Michael broke free in the game's first real attack and thundered in a ferocious shot that Jimmy did well to even touch. The rebound fell into the crowded penalty box and was quickly snapped home by a grateful Michael.

The younger player now began to run the match. A long range banana shot sent Jimmy completely the wrong way making it 2-0. A goalmouth scramble ended with Jimmy mistiming his dive and watching sickened as the ball trickled over the line. They trooped off at half-time with Hotspur's head sunk low in dejection.

We don't know what the manager said in the dressing room but it certainly did the trick. It was a different Jimmy Andreou we saw after the interval. Within seconds he'd pulled a goal back. More confident, it wasn't long before a beautiful cross fell at the feet of a hungry striker — 3-2.

Michael was hanging on grimly now and could do little to stem Jimmy's attacks. A brilliant solo run down the right saw Jimmy beat three men, cut into the area and hammer an equaliser into the far corner of the net. Witn only seconds to go Michael broke free in midfield and belted the ball against the post. He picked up the rebound with another great shot that produced the save of the match from Jimmy. No-one expected such a dramatic start to the tournament. But what would happen in the replay?

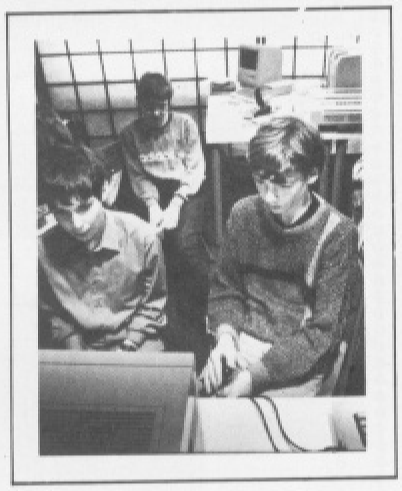
Final score: 3-3

Semi-Final 2 — Hugh vs Mark

A masterful performance from Mark, completely dominating Hugh, saw him straight into the final with a decisive win. Hugh went in at the interval only 2-1 down but there was little doubt what the outcome of the match would be. Mark's second goal epitomised his skill — deep in his own half and under pressure from Hugh's tireless forwards Mark controlled a difficult ball, shook off a tackle, and floated a pass over fifty yards straight to the feet of his centre forward who slammed it triumphantly into the net.

The second half began with a strong attack from Hugh but a brilliant save from Mark demonstrated his all-round ability. Mark went on to score two more — firstly from a delicate glancing header and then picking up the rebound from a vicious shot.

In the dressing room afterwards Hugh was not quite as sick as a parrot but was certainly very disappointed. "I could play a lot better" he moaned. It's tough losing in the semis but all



Mark wanted was to know who his opponent would be in the final.

Final score: 4-1

Semi-Final Replay — Jimmy vs Michael

The first half of the replay looked as though it was going to be the exact opposite of the first match. Strong attacking play and a goalkeeping blunder by Michael saw Jimmy quickly rise to a 2-0 lead. But then, in those crucial closing seconds before half-time, Michael poached a cheeky goal that left the game balanced on a knife edge.

Sure enough, an equaliser came early in the second half. From a corner, Michael swung over a wicked cross. The goalie flailed and missed and the ball bobbed about in a mass of writhing limbs before Michael finally managed to toe-poke it home. Jimmy wasn't finished yet and repeatedly drove his team forward forcing Michael into an

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SOCCIT TO ME!

amazing series of athletic saves. Jimmy deserved a goal but never got it. Instead, Michael, almost clinically, fought his way through the pen box to slot a third home.

That was the end for Jimmy — his confidence seemed to vanish. Just before the end, Michael popped in a fourth but it was his third goal that had decided the game. An ashen-faced Jimmy blamed bad defence for his defeat but Michael was over the moon and ready to take on Mark for the final.

Final score: 2-4

Final— Mark vs Michael

Mark's tactical superiority dominated the final from the start. There was never really any danger of losing his grip on the match that his opponent was perhaps surprised to be playing in. After two thrilling games against Jimmy, Michael's play seemed to have lost its verve and imagination.

From the start, Mark besieged Michael's goal until eventually the goalie just couldn't hold a scorcher and Mark snapped up the rebound to put him ahead. He continued unabated after the restart and ran rings around Michael's full-backs.

Just before the interval, Mark rocked the woodwork twice before sending the keeper the wrong way for a simple goal.

After the interval, things went better for Michael, he gained parity in midfield and began to mount some dangerous attacks. At last, his pressure paid off and a beautiful turn and shot in the penalty area made the score 2-1 with only 120 seconds to go.

Mark was now really riled and instead of just closing Michael down, he renewed his forward surge in the search of that killer goal. Michael managed two desperate saves but soon the ball smacked into the back of the net for a third time and it was all over. Mark Buckley, a truly worthy winner, carried off the first *Your 64* Chart Challenge play-off in style.

Final score: 3-1 64



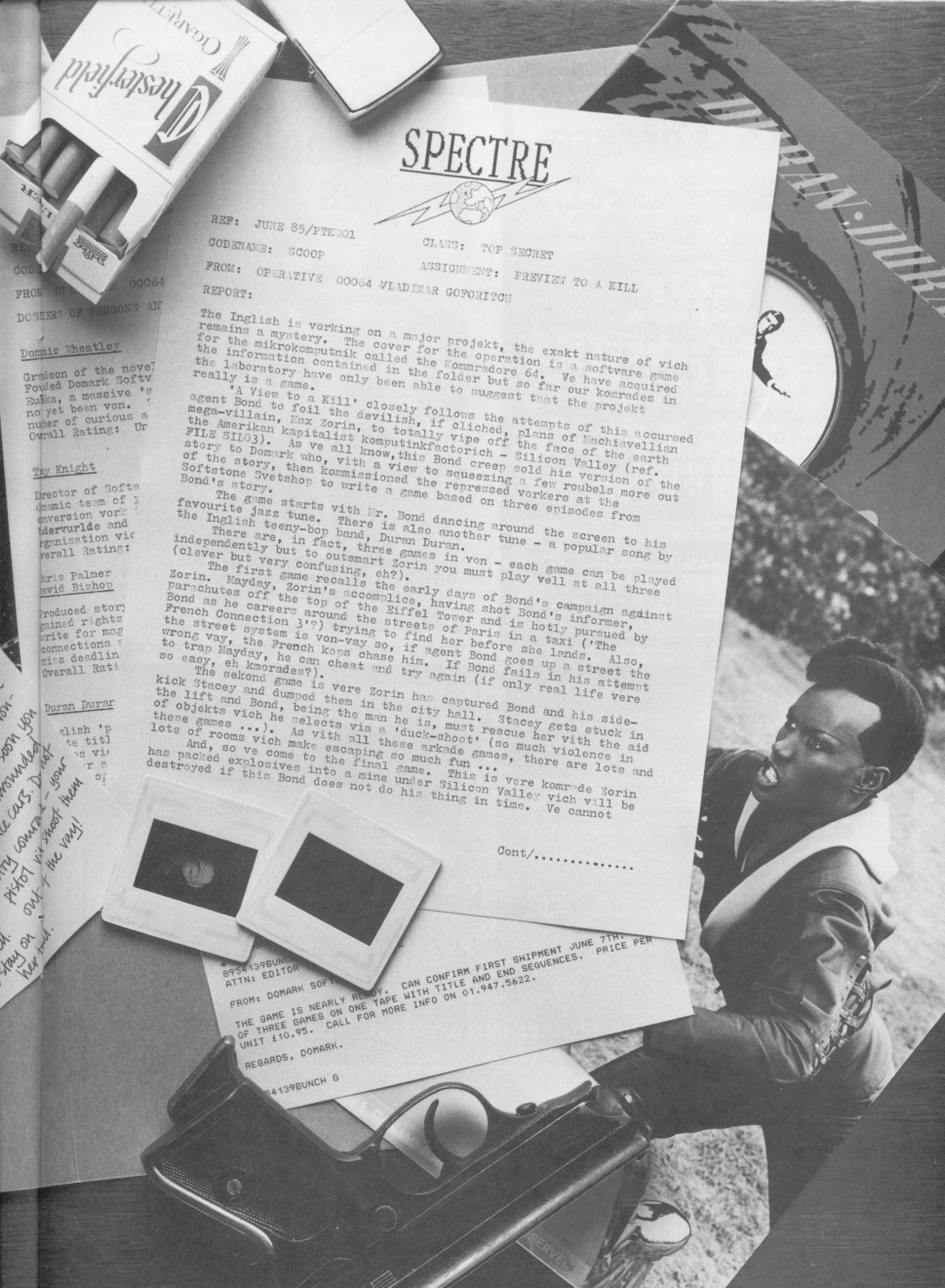
LEAGUE TABLE

Pos	Team	Played	Won	Goals	Points
1	Mark Buckley	2	2	7	4
2	Michael Ferris	3	1	8	3
3	Jimmy Andreou	2	0	5	1
4	Hugh Binns	1	0	1	0

FOR YOUR EYES ONLY

Half way through our preview of Domark's new Bond game, we caught a suspicious character lurking around the office. We sent our man James to discover what the other side is up to ...





SPECTRE

REF: JUNE 85/PTK001
CLASS: TOP SECRET
CODENAME: SCOOP
ASSIGNMENT: PREVIEW TO A KILL
FROM: OPERATIVE 00064 VLADIMAR GOFORITCH

REPORT:

The Inglish is vorking on a major projekt, the exakt nature of vich remains a mystery. The cover for the operation is a softvare game for the mikrokomputnik called the Kommradore 64. Ve have acquired the information contained in the folder but so far our komrades in the laboratory have only been able to suggest that the projekt really is a game.

'A View to a Kill' closely follows the attempts of this accursed agent Bond to foil the devilish, if cliched, plans of Machiavellian mega-villain, Max Zorin, to totally vipe off the face of the earth the Amerikan kapitalist komputinkfactorich – Silicon Valley (ref. FILE SIL03). As ve all know, this Bond creep sold his version of the story to Domark who, vith a view to squeezing a few roubels more out of the story, then kommissioned the repressed vorkers at the Softstone Svetshop to write a game based on three episodes from Bond's story.

The game starts vith Mr. Bond dancing around the screen to his favourite jazz tune. There is also another tune – a popular song by the Inglish teeny-bop band, Duran Duran.

There are, in fact, three games in von – each game can be played independently but to outsmart Zorin you must play vell at all three (clever but very confusing, eh?).

The first game recalls the early days of Bond's campaign against Zorin. Mayday, Zorin's accomplice, having shot Bond's informer, parachutes off the top of the Eiffel Tower and is hotly pursued by Bond as he careers around the streets of Paris in a taxi ('The French Connection 3'?) trying to find her before she lands. Also, the street system is von-vay so, if agent Bond goes up a street the wrong vay, the French kops chase him. If Bond fails in his attempt to trap Mayday, he can cheat and try again (if only real life vere so easy, eh kmorades?).

The sekond game is vere Zorin has captured Bond and his side-kick Stacey and dumped them in the city hall. Stacey gets stuck in the lift and Bond, being the man he is, must rescue her vith the aid of objekts vich he selects via a 'duck-shoot' (so much violence in these games ...). As vith all these arkade games, there are lots and lots of rooms vich make escaping so much fun ...

And, so ve come to the final game. This is vere komrade Zorin has packed explosives into a mine under Silicon Valley vich vill be destroyed if this Bond does not do his thing in time. Ve cannot

Cont/..............

8954139BUNC
ATTN: EDITOR

FROM: DOMARK SOFT

THE GAME IS NEARLY READY. CAN CONFIRM FIRST SHIPMENT JUNE 7TH. OF THREE GAMES ON ONE TAPE WITH TITLE AND END SEQUENCES. PRICE PER UNIT £10.95. CALL FOR MORE INFO ON 01.947.5622.

REGARDS, DOMARK.

54139BUNCH G

LIVE WIRES!

Win friends and influence people ... the modem way! *Your 64*, in connection with Micronet 800, have lined up a competition that'll transform your social life. It's for yoo-hoo to enter ...

Y64 AND MICRONET COMPO

Hot news ... electronic mail ... telesoftware ... gossip ... small ads ... celebrity chatline ... Thousands of callers make Micronet one of the most exciting databases in the world! Now's your chance to get you and your 64 in on the act!

In conjunction with Micronet we're giving away three of the new Micronet Modems for the 64 complete with Micronet subscriptions. As well as allowing access to Micronet, a subscription lets you cruise the pages of Prestel for financial info, entertainment, weather guides and much more.

In addition, Micronet will throw in a six-month spot on the Gallery. This new Micronet service lets you display up to 26 frames of anything you want provided it's legal, decent and within reason. The Gallery gives you a part of Micronet — you can be your own publisher and say whatever you like. Talk about a piece of the action!

Brain Strain

Of course, we have to make you do something to win a modem. So we've dreamed up this really hard and complicated competition that will take weeks for you to complete. Your Herculean task is to spot the difference between the two Micronet screens shown here! One is a genuine Micronet frame while the other has been subtly doctored ... Circle each difference, complete the coupon and write the number of differences you have found on the back of the envelope. Rush your entry to: Micronet Compo, Your 64, 14 Rathbone Place, London W1P 1DE.

We're pulling three entries out of the editor's cloth cap — the first out gets a modem pack and a year's subscription. Second and third prize winners get a modem plus six and three months subs respectively.
Get ahead — Get on-line ...

Fiddly Details

- *Entries should be post-dated not later than 30th July 1985.*
- *Each entry must include a completed coupon and have the number of differences marked clearly on the back of the envelope.*
- *The Editor's decision is final and he can't be persuaded to talk about the results. Perfumed envelopes and gratuities will not pervert his rock-like integrity.*





WIN A MICRONET MODEM!

Ring the differences on the screen shots and complete the coupon. Don't forget to write the number of differences you find on the back of the envelope. Send the coupon (or a photocopy of it) to Micronet Compo, *Your 64*, 14 Rathbone Place, London W1P 1DE.

You didn't fool me! I've found ...differences between the screens.

Name ....

Address ....

....

.... Postcode ....

Scratchpad

Merge two Basic programs together ... print anywhere on the screen quickly and easily ... Jamie Clyde *presents two useful routines from the Scratchpad mailbag.*

Just space for two routines this month. The first, from *Andy Gregson* of Newcastle, is a merge utility for Basic programs. You might think that you can merge programs with a fistful of POKEs but Andy's prog does a true merge — lines from the new program will be interleaved with lines from the old program according to their line numbers. If the same line exists in both programs, the line in the second program replaces the line in the first. Secondly, *H Giles* of Ipswich has sent an improved way to print at a particular position on the screen. Thanks guys!

Don't forget — this is your page. Send anything useful from a few POKEs to a short utility and if we use it, we'll pay you for it. Write to: Scratchpad, *Your 64*, 14 Rathbone Place, London W1P 1DE.

MERGE URGE

Andy Gregson

```
30000 REM **** MERGE 64 ****
50010 INPUT"FILENAME";FI$
50011 POKE53265,PEEK(53265)AND 239
50012 OPEN 3,8,3,FI$+",S,R"
50015 GET#3,X$:IF VAL(X$)=0 AND X$<>"0"T
HEN 50015
50020 POKE184,3:POKE185,3:POKE186,8:POKE
152,1
50025 PRINT CHR$(147);CHR$(17);CHR$(17);
X$;:X$=""
50030 GET#3,A$:PRINTA$;:IF ASC(A$)<>13 A
ND ASC(A$)<>10 THEN 50030
50035 IF ASC(A$)=10 THEN CLOSE 3:POKE532
65,PEEK(53265)OR 16:END
50040 PRINT"GOTO 50020"
50070 PRINT CHR$(19);: POKE198,2:POKE631
,13:POKE632,13:END
```

A true Basic merge utility.

This short utility will merge two Basic programs. Using it may seem a bit complicated at first but you'll soon get the hang of it. Firstly, the new program to be merged has to be saved as an ASCII file. So load it up and then enter:

OPEN 3,8,3,"FILENAME, S,W":CMD3:LIST

When the cursor returns, enter:

PRINT#3:CLOSE 3

to close the file. Next load your saved copy of the merge utility, clear the screen and list it. Now load your original program. Move the cursor up to the first line of the utility and press Return 11 times. This tags the utility onto the end of your original program. Next, enter GOTO 50000 to start the utility running. Enter the name of the ASCII version of the second program and wait for the merge utility to do its job! Finally, you can delete the utility from the program in memory and save your new merged program.

A couple of hints. If your original program has lines higher than 50000 you'll need to renumber the utility including the PRINT statement on line 50040. Secondly, the utility can be used from cassette if you use these commands to save the second program in ASCII:

OPEN 1,1,1,"FILENAME,S,W":CMD 1: LIST
PRINT#1: CLOSE 1

and change these lines in the utility:

50012 OPEN 3,1,0,FI$+",S,R"
50020 POKE 184,3:POKE 185,0:POKE 186,1:POKE 152,1

Briefly, the program works by reading in the ASCII file and printing each line on the screen followed by a GOTO instruction to restart the program. Line 50070 places two returns in the keyboard buffer so that when END is executed, the new line and the GOTO are read by the 64 just as if you had typed them. The POKEs on line 50020 fool the 64 into thinking that the ASCII file is still open. If you want to see the program at work run it without line 50011.

FAST PRINT-AT

H Giles

```
5 PRINT"♥"
40 X=10:Y=2:RW=0:GOSUB1000:PRINT"HELLO"
50 PRINT"■■■":RW=1:GOSUB1000:PRINTX,Y
990 END
1000 POKE49408,X:POKE49409,Y:POKE49410,
RW
1010 SYS 49411:X=PEEK(49408):Y=PEEK(494
09)
1020 RETURN
READY.
```

Basic loader for the machine-code PRINT-AT routine.

```
90 FORI=49411 TO 49429:READ A:POKEI,A:CC
=CC+A:NEXT
95 READ CS:IF CS<>CC THEN PRINT"CHECKSUM
 ERROR":STOP
100 DATA174,1,193,172,0,193,78,2,193
110 DATA32,240,255,142,1,193,140,0,193
120 DATA96
130 DATA2298:REM*CHECKSUM*
```

Add these lines for a demo of the PRINT-AT routine.

In issue 9, *Jamie Clyde* listed a simple routine to PRINT at a particular position on the screen. This short machine code routine is faster, neater and also allows you to read back the position of the cursor.

To use it, POKE locations 49408 and 49409 with the row and column that you want to move the cursor to. Next, POKE 49410 to 0 to position the cursor or to 1 to read back where it is. Finally, do a SYS 49411 to call the routine. You can leave 49410 set to either move or read between several calls to the routine. There is also a short demo program that uses the routine to move to position 10,2, print "HELLO" and then read back the position of the cursor. 64

POKE IN THE EYE No.1

Run this one liner when you've nothing better to do:

10 POKE 53272, PEEK(53272) AND 15: GOTO 10

What gives? You're looking directly at the first 1000 bytes of the 64's memory. Can you figure out what each of the changing locations is doing? Press Run/Stop and Restore to resume normal service.


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WHO DO YOU THIN[K] YOU ARE KIDDING?

Turn over your tables, close the curtains and grab your granny for WW3 simulation* Theatre Europe. *Mr Holocaust himself* Steve Broadhurst *played the game.* Max Phillips *laughed to tell the tale ...

And now for something completely different. PSS's new wargame is a vaguely realistic simulation of World War 3. Like anything that so much as mentions unclear weapons, it's already surrounded by a lot of hype and caused a microscopic controversy. (*You should read this... Ed.*) But it's more a case of protect and contrive since PSS has fiddled the figures so that NATO gets a look in and so that it can push a well known political viewpoint. All this from a company that's been sent to Coventry at least once!

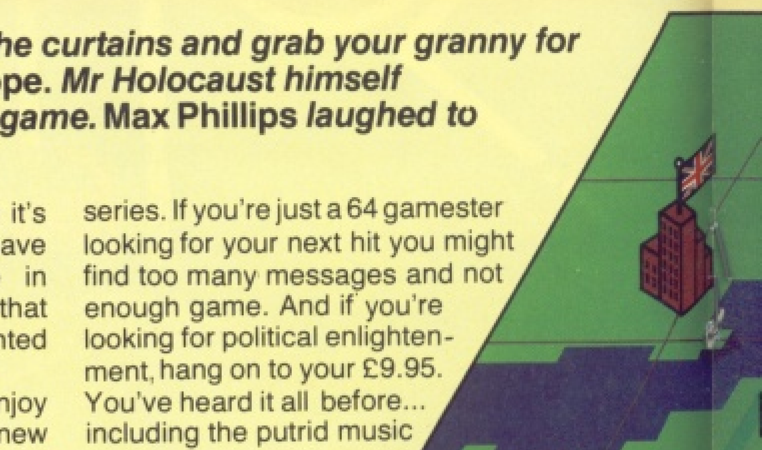
Theatre Europe is based on a traditional war game with the boring tables and dice replaced by the 64. You can play either NATO or Warsaw Pact versus the computer (unbiased see?) If no-one wins after 30 days, the war is declared a draw. This *is* realistic! They say that after 30 days neither side would have anything left to fight with except nuclear weapons! And there's no point in carrying on if it isn't a proper war is there?

Trouble is, it's very hard to take the game seriously (Ed's been hiding in the basement for weeks now). Who can resist the temptation to nuke the world just to watch the pretty graphics? Even if you work hard, you're not likely to make it through 30 days. Play NATO and you get hammered very quickly. Playing the pact is theoretically safer but you get the impression that the computer's NATO cheats and it's still not easy to win. I wonder if the real-life NATO is planning to cheat in the same way.

Sooner or later NATO will resort to nuclear weapons and it will be all over. This is rumoured to be official policy but *Theatre Europe* takes it to extremes — we once completely retreated all of Soviet might back to the motherland for a holiday. NATO's reaction to this laid-back gesture was an all-out nuclear strike! Let's hope that's a bug!

There's a lot of trimmings with this one; not only a manual and a crummy poster but John Lennon's *Give Peace a Chance* in electric boogie with various added stomach rumblings. I dunno, maybe it's 'spose to mean something. You also have to phone an answering machine in Coventry if you're too stupid to realise that your nuclear attack password is printed on the poster. Wow!

If you're into war games you might enjoy this or one of the others from PSS's new series. If you're just a 64 gamester looking for your next hit you might find too many messages and not enough game. And if you're looking for political enlightenment, hang on to your £9.95. You've heard it all before... including the putrid music



DECISIONS ... DECISIONS ...

```
SPECIAL MISSION PHASE

STRATEGIC NUCLEAR LAUNCH   PRESS F1
STRATEGIC CHEMICAL LAUNCH  PRESS F7
TO CHANGE REFLEX SYSTEM    PRESS F5
MAINTAIN PRESENT STATUS    PRESS N

REFLEX SYSTEM OFF
```

At the end of each turn, you get the chance to use nuclear or chemical weapons. Gas attacks cannot be directed to a particular spot but you can up the ante on the ground by using chemicals in all your attacks.

The reflex system provides automatic retaliation for nuclear attacks, in particular should either side go for an all-out strike it makes sure that there is nothing of the world left at all. Small problem — forget to turn it on and the nuclear deterrant becomes a joke.

REFRESHING THE RANKS

You hand out army, air and supply reserves in turn. There's a set number of units each day based on realistic figures for both sides for the first thirty days of the war. So it's a good strategy to work around your best days — for NATO days 3, 5 and 19 and Warsaw Pact, days 15, 17 and 19.

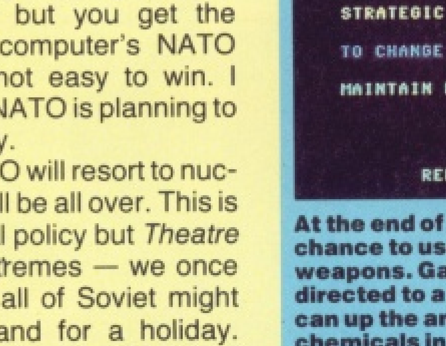
Select unit to replenish with the cursor and hit 'fire' once for each unit to transfer. Maximum for any unit is nine but it's best to spread it around.

Any army with zilcho arms is easy pickings.

Flems and French start weak but you can tank them up and take them into the fray.

NATO players should keep an eye on the Rumanians — the pact brings them in as quick as possible.

Shock (and horror) army lurking in reserve, armed to the teeth and generally an unpleasant experience. Nuke here for best results.



Interdiction and Counter-Air work really well... keep them well stocked to take the pressure off the boys on the ground.

Red figures indicate the other side has more than you, yellow is equal and green is in your favour.

```
N.A.T.O. AIR PHASE              RESERVE
                                   6
                        AIR
MISSION                 POWER
AIR SUPERIORITY          17
COUNTER AIR              10
INTERDICTION              6
RECONNAISSANCE            4
ASSAULT-BREAKER(10)       1
DEEP-STRIKE(12)          12  ←FROM RESERVE
IRON-SNAKE(11)            1
                              MANUAL PAGE
```

Move air units to and from reserve area. You gain a new unit every day or so.

Top up to ten units and then pick a particular enemy unit to rough up.

Hit here to get info on the strength of enemy units. You can forget it and fight blind but you'll need it to play seriously. It takes four or five units to get full gen on the opposition.

Iron Snake & Deep Strike hit enemy supplies and communications. Costs a lot in units but handy if you've got some spare.

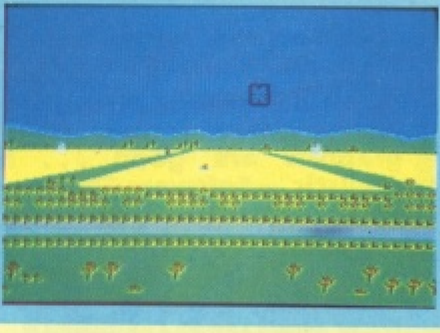
What's going on. In sequence, you move, you fight, you rebuild and get the option to use nuclear or chemical attacks. The other side then does the same.

Put the cursor over a unit and its details pop up here. If you've got enough reconnaissance out, you'll also get a run down on the unit's strength.

Solitary airborne unit. Pick it up and drop it behind enemy lines for a sadistic sandwich.

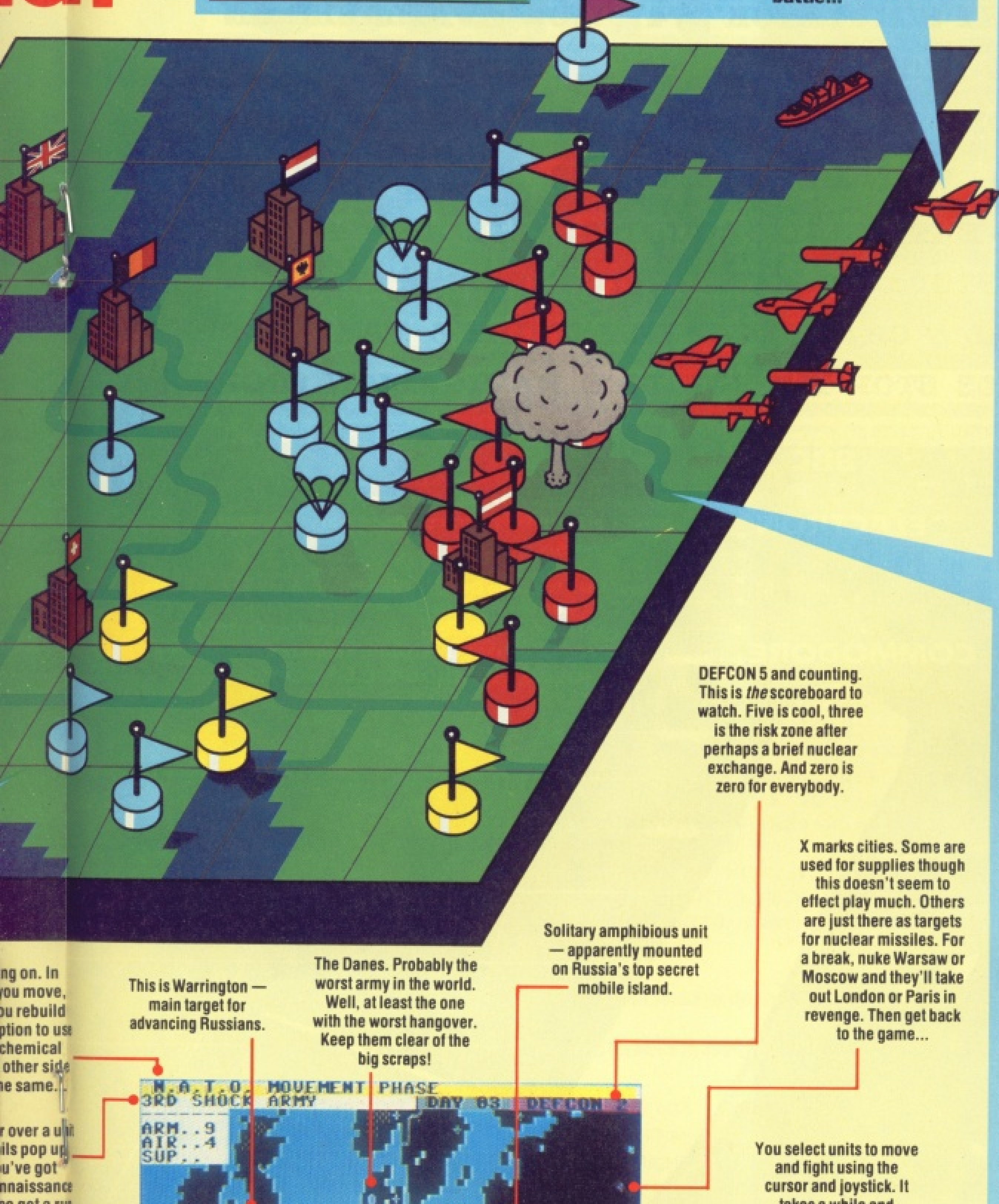
Yanks are really good — all those high-tech weapons, hamburgers and Pepsi. If you're playing the pact, take 'em out quick.

INK
IG?



ACTION STATIONS

Excuse me! It's alright putting in a token arcade screen to placate the joystick mob but *this*? They'll be launching an all-out nuclear strike. If you opt to have the action screens, you have to select one particular battle and use your guided missiles to take out tanks, planes and a Santa Claus lookalike. But it's an awful game and it doesn't seem to have much effect on the outcome of the battle...



THE BIG BANG!

T plus 4 minutes ...



Temptation itself. Who wants to mess about moving counters around and dishing out supplies? Warm-puppy is the total number while strategic is a touch more practical.

T plus 1 minute ...



Ninety Nine Red Balloons revisited. Only this time it's the real thing and you'll never have to listen to the record ever again.

T plus 4 seconds ...



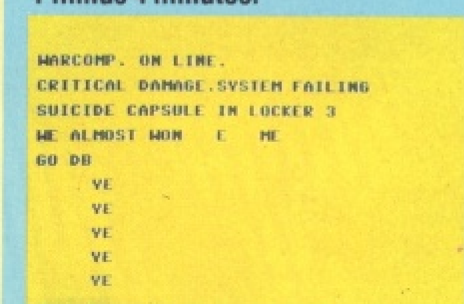
Here they come. Shame it's always the same city. Still, it's fun the first few times. We haven't bothered to show you the blinding white flash.

T minus 30 seconds ...

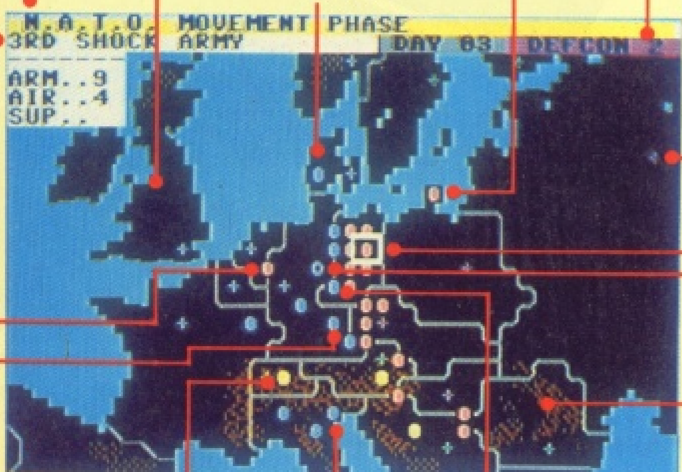


Kettle's boiled! This is the bit you won't get to see. Will you get your next subscription copy of *Your 64*?

T minus 4 minutes.



The famous final scene. Funny, both NATO and the pact keep their cyanide in locker 3 while the editor's is stashed under his desk...



DEFCON 5 and counting. This is *the* scoreboard to watch. Five is cool, three is the risk zone after perhaps a brief nuclear exchange. And zero is zero for everybody.

X marks cities. Some are used for supplies though this doesn't seem to effect play much. Others are just there as targets for nuclear missiles. For a break, nuke Warsaw or Moscow and they'll take out London or Paris in revenge. Then get back to the game...

Solitary amphibious unit — apparently mounted on Russia's top secret mobile island.

The Danes. Probably the worst army in the world. Well, at least the one with the worst hangover. Keep them clear of the big scraps!

This is Warrington — main target for advancing Russians.

ng on. In you move, ou rebuild ption to use chemical other side he same.

r over a unit ils pop up u've got nnaissance so get a run he unit's gth.

orne unit. nd drop it y lines for a ndwich.

ally good — igh-tech amburgers . If you're pact, take quick.

You select units to move and fight using the cursor and joystick. It takes a while and movement is a bit sticky but it's a lot better than ruler, dice and tables...

Hun helps a lot. Don't mention the war.

Guess what? These are mountains and moving over them takes longer.

Yellow units are neutral armies. Oh well, you could attack the Swiss and steal their penknives...

Best to move NATO Italians away from the battle. If they turn and run away, they'll head straight for the frontline!

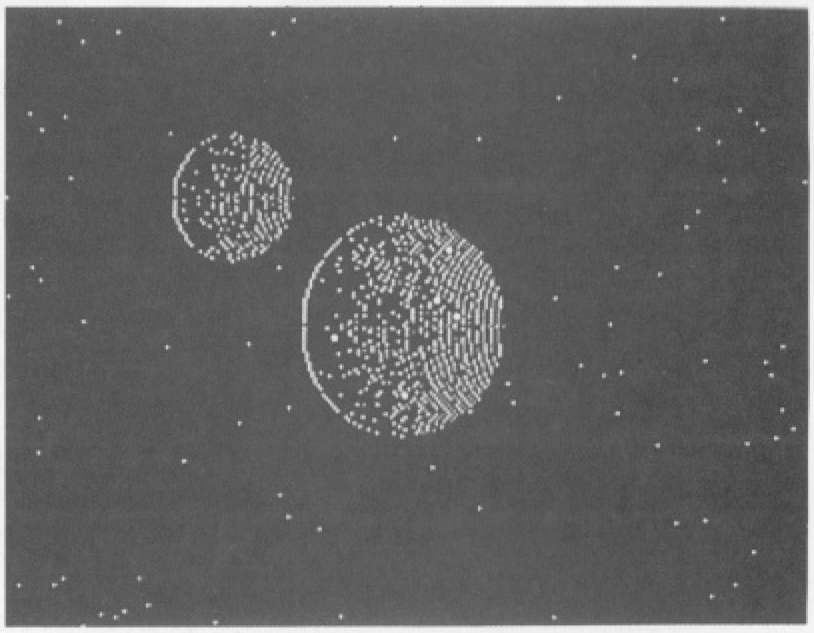
Our boys right in the thick of it. Go for it lads!

MARK WATKINSON


"The best simulation around . . . A must for budding pilots" – P.C.N.
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FORGET WHAT SIMON SAYS



Basic 2 working you too hard? Why pay fifty quid for a Basic extension? ... Your 64 MegaBasic at your service ...

The little program on the right produced this rather fun screen shot. What's more surprising is that it is a Basic program on the 64. The trick is Y64 MegaBasic, a touch of machine coded magic that transforms the way you program your computer. MegaBasic adds 30 new commands — from graphics via programming aids such as RENUMBER and OLD to useful utilities such as BACKUP and DIR. And it does it for a lot less than some Basic enhancers we could mention.

Soon, you will be able to buy MegaBasic-the-book in the shops for £4.99. But if you order it direct now it will cost you a mere £3.99. If the thought of ruining that manicure typing it in scares you, you can go one better and order the book and the cassette together for £7.95 and save £2 over shop prices.

Why treat your 64 with kid gloves? Show it who is boss! Supercharge it with Y64 MegaBasic now!

```
10 REM PLANETS
11 REM Y64 MEGABASIC/MAY 85
30 DEFFNA(X)=INT(RND(1)*X)
40 HIRES
50 BCOL 0:GCOL 1
60 CLG
70 FOR Z=1 TO 100
80 SET FNA(320),FNA(200)
90 NEXT Z
100 FOR P=0 TO 1
110 XC=160-60*P:YC=100-40*P:S=35-15*P
120 FOR K=-S TO S
130 X=SQR(S*S-K*K):X2=2*X
140 SET XC-X-1,YC-K
150 FOR L=-X TO X STEP 2.5
160 IF FNA(X2)-X>=L THEN:RESET XC+L,YC-K
:GOTO 180
170 SET XC+L,YC-K
180 NEXT L,K,P
190 GOTO 190
```

Switch to Hi-res graphics. (line 40)

Set the back-ground and foreground colours. (line 50)

Set the border to black and clear the graphics screen. (line 60)

Plot a random star. (line 80)

Plot planet. (line 140)

Turn points on or off for shading effect. (lines 160, 170)

30 NEW COMMANDS

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Cutting out coupons leaves a tatty magazine. Why not use a photocopy instead?

WALK THIS WAY

Make your sprites walk, talk and boogie with some crafty Basic from Dougie Bern.

Remember that smug feeling when your first sprites floated gently across your screen? Next time you're feeling pleased with your programs, take a look at a few commercial games. You'll notice that they have a little something extra for added realism; the sprites are animated. Not only do they move around the screen but they move within themselves — their legs walk, their arms wave and so on.

Fortunately, this isn't just the preserve of machine coders — animated sprites can be done quite simply in Basic with no real loss of speed. It's based on the age-old flickbook principle. Each stage of the sprite's movement is shown in turn as the sprite is moved across the screen. Each of the 'frames' of the sprite is stored as a normal sprite definition.

Obviously, if we were limited to the 64's limit of eight sprites on the go at once, we would be very restricted as to the animation we could produce. However, only one sprite frame needs to be shown at once so we can have a complete set of frames stored in memory and alter any particular sprite pointer to point to each frame in turn. This way, you can have up to eight animated sprites on-screen although this begins to eat into the 64's cavenous memory!

To demonstrate the technique, our example program walks a little man (or three) across the screen. The man is animated in ten frames stored in the usual area for sprite definitions from location

LET YOUR SPRITES DO THE WALKING...

```
10 REM MOVIE-TIME I
20 REM CBM 64-DB-MAY 85
30 PRINT "♥"
40 PRINT:PRINT TAB(15);CHR$(5);"MOVIE TI
ME"
50 PRINT:PRINT "    LOADING SPRITES ...
PLEASE WAIT"
60 PRINT:PRINT CHR$(159)
70 PRINT: PRINT "    CONTROLS":PRINT
80 PRINT"SPACE   SINGLE STEP"
90 PRINT"RETURN  RUN"
100 PRINT"  X      WIDE SPRITES"
110 PRINT"  Y      TALL SPRITES"
120 PRINT"  Q      QUIT"
130 PRINT CHR$(5);
```

Lines 30-130 Print welcome screen and instructions.

```
140 FOR K=12288 TO 12927
150 READ A:POKE K,A
160 NEXT K
170 V=53248:PRINT "♥"
```

Lines 140-170 Load sprite data.

```
180 POKE V,100:POKE V+1,70
190 POKE V+2,100:POKE V+3,120
200 POKE V+4,100:POKE V+5,170
```

Lines 180-200 Set up starting positions for the three sprites.

```
210 POKE V+39,1
220 POKE V+40,3
230 POKE V+41,7
```

Lines 210-230 Set up colours for the three sprites.

```
240 POKE V+21,7
```

Line 240 Turns the sprites on.

```
250 FOR K=192 TO 201
260 PRINT "■";TAB(30);"FRAME:";K-191;
```

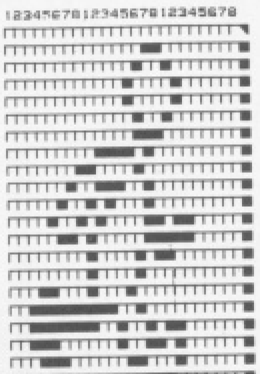
Lines 250-410 This loop moves the men across the screen. the variable K steps from 192 to 201 so that it points to each frame of the walking man in turn.

```
270 POKE 2040,K
280 IF K+1=202 THEN POKE 2041,192:GOTO30
0
290 POKE 2041,K+1
300 IF K-1=191 THEN POKE 2042,201:GOTO32
0
310 POKE 2042,K-1
```

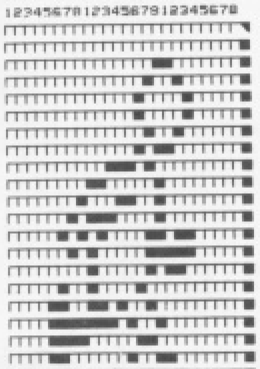
Lines 270-310 Adjust the sprite data pointers for sprites 0,1 and 2. Sprite 1 is run one frame ahead of sprite 0 which in turn is one frame ahead of sprite 2 so that at any one time, each of the three men is in a different position.

```
320 POKE V,PEEK(V)+4:IF PEEK(V)>251 THEN
 POKE V,20
330 POKE V+2,PEEK(V+2)+2:IF PEEK(V+2)>25
1 THEN POKE V+2,20
340 POKE V+4,PEEK(V+4)+1:IF PEEK(V+4)>25
1 THEN POKE V+4,20
```

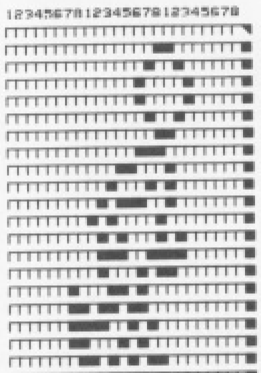
Lines 320-340 Update the position of the three sprites. Each sprite is moved by a different amount so that the three men walk at different speeds.



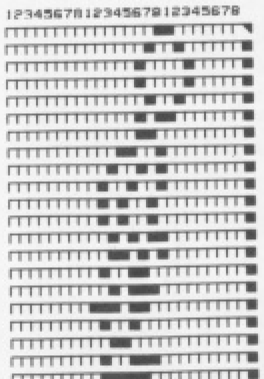
SPRITE-DATA		
0	0	0
0	3	0
0	4	128
0	8	64
0	8	64
0	4	128
0	7	0
0	122	0
1	132	0
2	114	0
4	162	0
9	67	96
6	131	224
0	133	128
0	132	0
24	136	0
63	228	0
63	146	192
56	18	64
28	12	64
12	3	128



SPRITE-DATA		
0	0	0
0	0	0
0	1	128
0	2	64
0	4	32
0	4	32
0	2	64
0	5	128
0	58	0
0	193	0
1	25	0
2	225	0
5	67	96
2	131	224
0	130	192
4	132	0
12	210	0
15	233	0
15	6	0
12	9	128
6	7	192



SPRITE-DATA		
0	0	0
0	1	128
0	2	64
0	4	32
0	4	32
0	2	64
0	1	12w
0	7	0
0	24	128
0	34	128
0	92	128
0	161	0
0	81	64
0	115	192
0	69	128
2	52	0
3	108	0
3	202	0
3	28	0
1	171	0
0	61	0

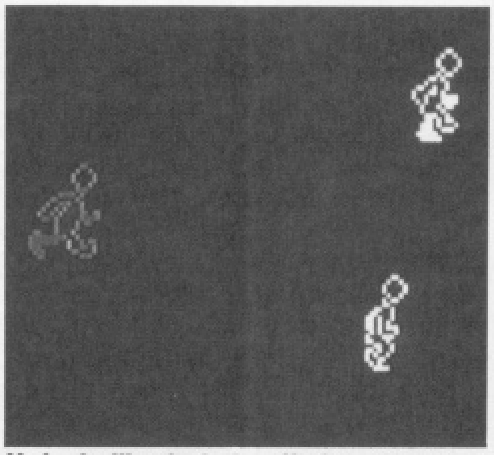


SPRITE-DATA		
0	1	128
0	2	64
0	4	32
0	4	32
0	2	64
0	5	128
0	6	0
0	25	0
0	37	0
0	73	0
0	82	0
0	82	0
0	43	0
0	53	0
0	76	0
0	46	0
0	236	0
0	72	0
0	48	0
0	78	0
0	124	0

12288 onwards. The first man is sprite 0 and, as the man moves, the sprite 0 data pointer (location 2040) is adjusted to point to each frame in turn. Remember that the sprite pointer is the address of the sprite data divided by 64. To point to each frame in turn, it is simply POKEd with values from 192 to 201. The other two walking men are produced using sprites 1 and 2 whose pointers are adjusted in step with the first sprite. By adjusting the horizontal position of each sprite at different rates, the three men walk at different speeds.

Once you've typed in and run the program, there is a short pause while the DATA statements containing the sprite data are POKEd into memory. Once running, pressing the spacebar steps through one frame at a time. You can use this to check your DATA statements are okay by comparing the sprites with the original diagrams shown here. Press Return to let the men walk under their own steam. You can also expand the sprites in either the horizontal or vertical directions by pressing X and Y. Although you would probably not use expanded sprites in a real program, they are handy to check the smoothness of the animation and make any last minute adjustments to your sprite definitions.

This simple principle is the start of a whole world of sprite animating techniques. Try and expand the program yourself to make the man walk either way and perhaps turn and climb up and down ladders. For the sake of a few extra instructions, you can banish those lifeless blobs forever. Look out Manic Miner ... you've got competition!



He looks like the baby off a fairy liquid bottle and walks like Felix the cat. But it's no problem — he's animated smoothly and quickly in Basic ...

POINTING THE WAY

Frame	Address	Sprite 0	Sprite 1	Sprite 2
0	12288	192	193	201
1	12352	193	194	192
2	12416	194	195	193
3	12480	195	196	194
4	12544	196	197	195
5	12608	197	198	196
6	12672	198	199	197
7	12736	199	200	198
8	12800	200	201	199
9	12864	201	192	200

Each of the frames for the walking man is stored in sequence at the addresses shown. The final three columns show the way each sprite pointer is adjusted to show the ten frames in sequence.

```
350 GET A$: IF A$="" AND F=1 THEN 350
360 IF A$=" " THEN F=1
370 IF A$=CHR$(13) THEN F=0
380 IF A$="X" THEN POKE V+29,7-PEEK(V+29
)
390 IF A$="Y" THEN POKE V+23,7-PEEK(V+23
)
400 IF A$="Q" THEN POKE V+21,0:PRINT "[clr]"
:END
```

Lines 350-400 Read the keyboard and execute the various commands available. If the flag F is set to 1 then the program will wait for a key-press and therefore will single step through the animation.

```
410 NEXT K
420 GOTO250
```

Line 420 Loops indefinitely so that the animation runs continuously.

```
430 DATA 0,0,0,0,3,0,0,4,128
440 DATA 0,8,64,0,8,64,0,4,128
450 DATA 0,7,0,0,122,0,1,132,0
460 DATA 2,114,0,4,162,0,9,67,96
470 DATA 6,131,224,0,133,128,0,132,0
480 DATA 24,136,0,63,228,0,63,146,192
490 DATA 56,19,64,28,12,64,12,3,128,0
```

Lines 430-490 Data for frame 0.

```
500 REM
510 DATA 0,0,0,0,0,0,0,1,128
520 DATA 0,2,64,0,4,32,0,4,32
530 DATA 0,2,64,0,5,128,0,58,0
540 DATA 0,193,0,1,25,0,2,225,0
550 DATA 5,67,96,2,131,224,0,130,192
560 DATA 4,132,0,12,210,0,15,233,0
570 DATA 15,6,0,12,9,128,6,7,192,0
```

Lines 510-570 Data for frame 1

```
580 REM
590 DATA 0,0,0,0,1,128,0,2,64
600 DATA 0,4,32,0,4,32,0,2,64
610 DATA 0,1,128,0,7,0,0,24,128
620 DATA 0,34,128,0,92,128,0,161,0
630 DATA 0,81,64,0,115,192,0,69,128
640 DATA 2,52,0,3,108,0,3,202,0
650 DATA 3,20,0,1,171,0,0,61,0,0
```

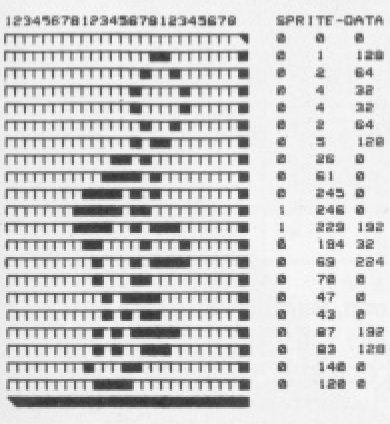
Lines 590-650 Data for frame 2

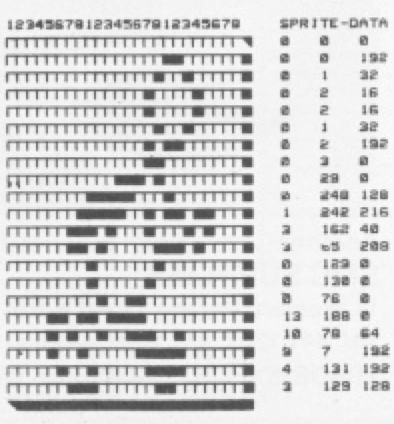
```
660 REM
670 DATA 0,1,12P,0,2,64,0,4,32
680 DATA 0,4,32,0,2,64,0,5,128
690 DATA 0,6,0,0,25,0,0,37,0
700 DATA 0,73,0,0,82,0,0,82,0
710 DATA 0,43,0,0,53,0,0,76,0
720 DATA 0,46,0,0,236,0,0,72,0
730 DATA 0,48,0,0,78,0,0,124,0,0
```

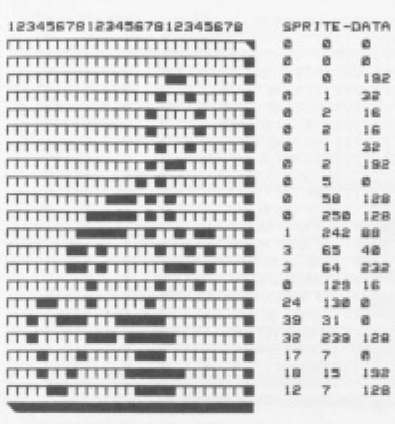
Lines 670-730 Data for frame 3

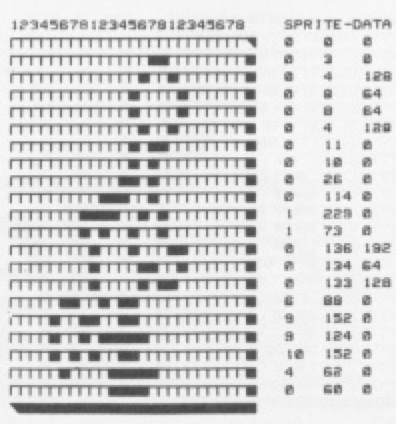
```
740 REM
750 DATA 0,0,0,0,1,128,0,2,64
760 DATA 0,4,32,0,4,32,0,2,64
770 DATA 0,5,128,0,26,0,0,61,0
780 DATA 0,245,0,1,246,0,1,229,192
790 DATA 0,194,32,0,69,224,0,70,0
800 DATA 0,47,0,0,43,0,0,87,192
810 DATA 0,83,128,0,140,0,0,120,0,0
```

Lines 750-810 Data for frame 4









WALK THIS WAY

```
820 REM
830 DATA 0,0,0,0,0,192,0,1,32
840 DATA 0,2,16,0,2,16,0,1,32
850 DATA 0,2,192,0,3,0,0,29,0
860 DATA 0,248,128,1,242,216,3,162,40
870 DATA 3,65,208,0,129,0,0,130,0
880 DATA 0,76,0,13,188,0,10,78,64
890 DATA 9,7,192,4,131,192,3,129,128,0
```

Lines 830-890 Data for frame 5

```
900 REM
910 DATA 0,0,0,0,0,0,0,0,192
920 DATA 0,1,32,0,2,16,0,2,16
930 DATA 0,1,32,0,2,192,0,5,0
940 DATA 0,58,128,0,250,128,1,242,88
950 DATA 3,65,40,3,64,232,0,129,16
960 DATA 24,130,0,39,31,0,32,239,128
970 DATA 17,7,0,18,15,192,12,7,128,0
```

Lines 910-970 Data for frame 6

```
980 REM
990 DATA 0,0,0,0,3,0,0,4,128
1000 DATA 0,8,64,0,8,64,0,4,128
1010 DATA 0,11,0,0,10,0,0,26,0
1020 DATA 0,114,0,1,229,0,1,73,0
1030 DATA 0,136,192,0,134,64,0,133,128
1040 DATA 6,88,0,9,152,0,9,124,0
1050 DATA 10,152,0,4,62,0,0,60,0,0
```

Lines 990-1050 Data for frame 7

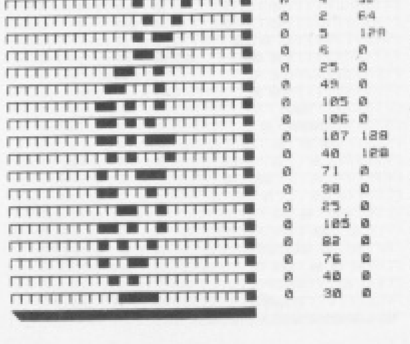
```
1060 REM
1070 DATA 0,1,128,0,2,64,0,4,32
1080 DATA 0,4,32,0,2,64,0,5,128
1090 DATA 0,6,0,0,25,0,0,49,0
1100 DATA 0,105,0,0,106,0,0,107,128
1110 DATA 0,40,128,0,71,0,0,98,0
1120 DATA 0,25,0,0,105,0,0,82,0
1130 DATA 0,76,0,0,40,0,0,30,0,0
```

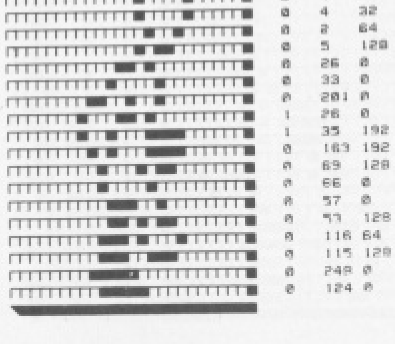
Lines 1070-1130 Data for frame 8

```
1140 REM
1150 DATA 0,0,0,0,1,128,0,2,64
1160 DATA 0,4,32,0,4,32,0,2,64
1170 DATA 0,5,128,0,26,0,0,33,0
1180 DATA 0,201,0,1,26,0,1,35,192
1190 DATA 0,163,192,0,69,128,0,66,0
1200 DATA 0,57,0,0,53,128,0,116,64
1210 DATA 0,115,128,0,248,0,0,124,0,0
```

Lines 1150-1210 Data for frame 9

LOOK — NO TYPING. This program is on this month's Digi 'T'ape cassette. See their ad this issue!
SAVE YOUR FINGERS — BUY THE TAPE!





DON'T PANIC!

Yes, the rumours are true! Infocom's Hitchhiker's Guide To The Galaxy *will soon be available on the 64. Taking up their towels, intrepid adventurers* Chris Palmer *and* Sue Denham *take a walk round the wacky worlds of* Douglas Adams.

Over the past seven years there's been a couple of radio series, a TV series, four books and a theatre production to celebrate the success of former *Dr Who* scripter Douglas Adams' adventures of the crazy hitchhikers that thumb their way around the galaxies. And now, following the trails blazed by Atari, Apple and IBM users, you will soon be able to enjoy Arthur Dent's adventures on the 64.

Hitchhiker's Guide To The Galaxy is entirely disk-based, but once you've experienced the complexity of the adventure it'll come as no surprise that the game takes up virtually all of the 340K disk. Along with the disk there's a small booklet giving you a brief background to the adventure — this comes complete with a number of small 'goodies' that'll raise a smile from dedicated hitchhikers: there's a pair of peril-sensitive sunglasses, an empty plastic bag containing (we're told!) a microscopic space fleet, some pocket fluff, and an order for the destruction of not only your own home but the planet Earth too!

Thumbs Up!

Having notched up over 50 hours of dedicated adventuring in *Hitchhiker*'s, you could say that we ought to be experts on the game. Well, you'd be wrong! We've been here, there and everywhere, and we've still not had a chance to impart the knowledge that the answer to the universe's problems is 42. (*I'm sure it's 64 Ed.*) It sounds a little corny, but once you're actually in amongst those loonies from the Heart Of Gold you get the impression that you're actually 'writing' a story — with you as the lead character.

For those of you who've never encountered an Infocom adventure, a little explanation. Infocom has coined the title 'Interactive Fiction' for its products, and that just about sums it up. In *Hitchhiker's*, you can opt for one of three types of description — verbose, brief and superbrief — which means you'll get a couple of paragraphs on each location, or a couple of reams!

Zaphod: Well, you know, Arthur's just this guy you know?
Ford: Still, not too bad for an ape with a digital fixation.

Guide: For some inexplicable reason, I've begun this adventure on the most obscure and boring planet in the known universe. At this point, readers from far-off worlds may be wondering if beings like Mr Prosser or the bulldozer are the dominant life-form on Earth.



Reality intrusion: The use of the word 'panic' illustrates the fact that you can say almost anything to the computer and still get a 'sensible' reply.

Zaphod: What Arthur doesn't realise is that if he stays cool, then everything will work out alright.
Ford: Alright! The Earth is about to be destroyed!
Zaphod: Have you ever seen Milton Keynes?
Ford: Point taken . . .

Guide: Don't panic! Actions of this sort are quite normal for inhabitants on this planet. . . past studies have shown that lying in front of bulldozers is a much more intelligent pastime than most of the things they get up to.

Ford: If only he'd had a towel with him.
Zaphod: Would it have helped?
Ford: No.
Zaphod: Cute, real cute.

Reality intrusion: Giving the impression of 'real time', you often have to tap in the word 'wait' just so time passes and something else happens. But if you're in a crisis, you can't do worse than 'wait' around for a bit!



Reality intrusion: If you think these descriptions are long, try playing the game using the 'brief' or 'verbose' options — you'll think you're taking part in a book rather than a game!

```
>go south
Front of House
You can enter your home to the
north. A path leads around it
to the northeast and
northwest, and a country lane
is visible to the south. All
that lies between  your home
and the huge yellow bulldozer
bearing down on it is a few
yards of mud.

Mr. Prosser, from the local
council, is standing on the
other side of the bulldozer.
He seems to be wearing a
digital watch. He looks
startled to see you emerge,
and yells at you to get out of
the way.
The bulldozer rumbles slowly
toward your home.

>Panic
Not surprised.
The bulldozer rumbles slowly
toward your home.

>lie down
You lie down in the path of
the advancing bulldozer.
Prosser yells at you to for
crissake move!!!

>examine bulldozer
It's one of those really big
bulldozers that can actually
crush other bulldozers, let
alone houses.

The bulldozer thunders toward
you. The ground is shaking
beneath you as you lie in the
mud.

>wait
Time passes...

The noise of the giant
bulldozer is now so violently
loud that you can't even hear
Prosser yelling to warn  you
that  you will be killed if
you don't get the hell out of
the way. You just see him
gesticulating wildly.

With a terrible grinding of
gears the bulldozer comes to
an abrupt halt just in front
of you. It shakes, shudders
and emits noxious substances
all over your rose bed.
Prosser is incoherent with
rage.

Moments later, your friend
Ford Prefect arrives. He
hardly seems to notice your
```

Zaphod: What Arthur has failed to grasp here is that there's one force in the universe that can't be stopped.
Ford: Let me guess . . . entropy?
Zaphod: No, bureaucracy!

Reality intrusion: Although it looks more complete to type 'go west' at this stage, there's no reason why a mere 'w' couldn't be used instead. You'll find if you experiment a little with the vocabulary, there are many short-cuts.

Guide: Due to Douglas Adams' influence, I've been forced to recollect certain facts that hark back to a rather dizzy period in Earth's history that many refer to lovingly as 'the Sixties'. Although, Earth will actually be destroyed in less than 12 minutes, many of its inhabitants believe that life stopped in 1969.

Ford: I suppose that's supposed to be a subtle hint. To think I used to like the Walker Brothers.
Zaphod: Another subtle hint, don't eat the sandwich.
Ford: Given that description I hardly think that's subtle.
Zaphod: You never know when something that's unfit for human consumption will come in useful.



Zaphod: OK, so now the monkey's cool and having a restful time until. . .
Ford: . . . I arrive and let rip with a few choice bits of information concerning Guildford, the Earth and alcohol.
Zaphod: How did he take it?
Ford: Very badly!

Guide: Quite why Arthur Dent has such an important role in the universe is as yet unknown. However, here we see him 'saved' by one of the many members of the Hitchhiker's Guide editorial team, Ford Prefect, from the destruction of the Earth. And that's just the beginning of his problems . . .

```
predicament, but keeps
glancing nervously at the sky.
He says "Hello, Arthur," takes
a towel from his battered
leather satchel, and offers it
to you.

>go west
Pub
The pub is pleasant and
cheerful and full of pleasant
and cheerful people who don't
know they've got about twelve
minutes to live and are
therefore having a spot of
lunch. Some music is playing
on an old jukebox. The exit is
east
There is a barman serving at
the bar. Behind the bar is a
shelf. It is full of the sort
of items you find on shelves
behind bars in pubs.

>listen to jukebox
The song is a Walker Brothers
single, "The Sun Ain't Gonna
Shine Anymore."

Ford hurries after you.

>examine shelf
On the shelf behind the bar is
the usual array of bottles,
glasses and soggy beermats,
some packets of peanuts, and a
plate of uninviting cheese
sandwiches.

Ford buys lots of beer and
offers half to you. "Muscle
relaxant..." he says,
impenetrably.

>buy cheese sandwich
The barman gives you a cheese
sandwich. The bread is like
the stuff that stereos come
packed in, the cheese would be
great for rubbing out spelling
mistakes, and margarine and
pickle have performed  an
unedifying chemical reaction
to produce something that
shouldn't be, but is,
turquoise. Since it is clearly
unfit for human consumption
you are grateful to be charged
only a pound for it.

"Drink the beer," urges Ford.
"It will help cushion your
system against the coming
shock of the matter
transference beam"
```



Zaphod: This is more like it. Now we're getting down to what the universe is all about.
Ford: Drink?
Zaphod: Thanks, mine's a Pan Galactic Gargle Blaster.
Ford: Typical.
Zaphod: Seriously, does drink help?
Ford: Even if it doesn't, it certainly helps to take your mind off the present situation.

Guide: Drinking in public houses passes for entertainment on this paltry planet. And this is where we find our intrepid and rather reluctant hero after his ordeal with the bulldozer — needless to say, the bulldozer is the dominant lifeform on planet Earth.

Reality intrusion: Should you die at some later stage and don't want to mess around with trivial details, you could cope with the next section by typing 'Listen to jukebox then examine shelf then buy cheese sandwich'.

Ford: The trouble with that beer is that one too many gives you one hell of a hangover.
Zaphod: Especially if you wake up and can't find your clothes or your planet!

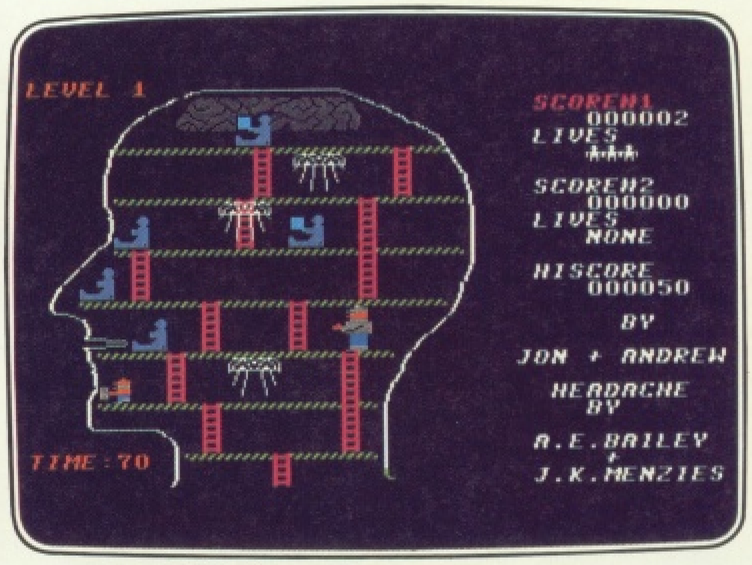
Guide: The introduction of food to pubs so infuriated many publicans that anything more viscous than Guinness is treated with the respect it deserves. As will probably be fairly obvious from the description of what's on offer, Arthur would be well advised to find some four-legged friend to share his lunch!

Ford: What Arthur doesn't realise is that he's shortly going to learn one of the most important lessons for galactic survival.
Zaphod: You mean he learns how to hitchhike?
Ford: No, he learns how to leave a pub without paying.
Zaphod: But he's quickly going to have to come to his senses if he's going to get much further.
Ford: Now that's subtle.

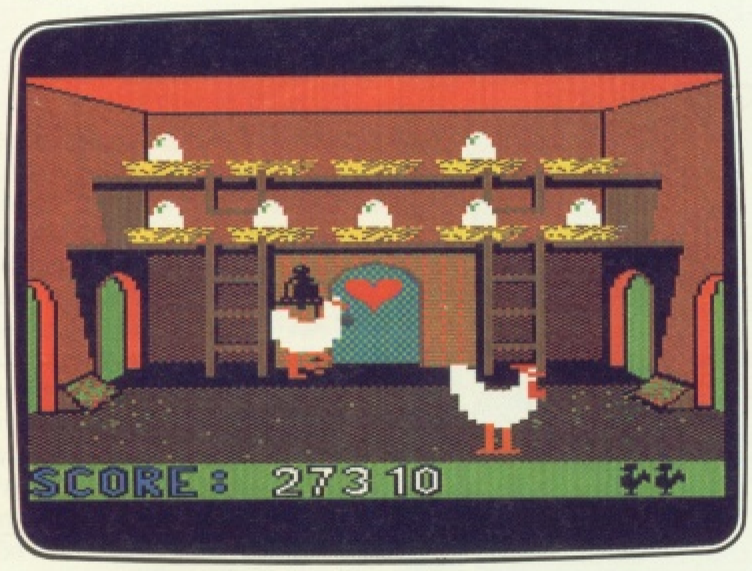
SILVER RANGE . . . Seeing is believing



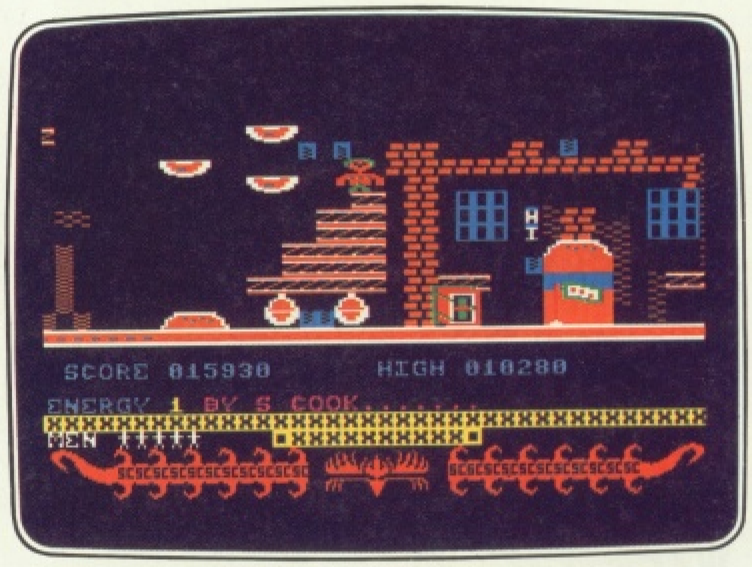
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Zaphod: Looks like Arthur's bitten the bullet.
Ford: I've seen you look a lot worse on Pan Galactic Gargle Blasters.
Zaphod: Yeah, but that stuff makes me clairvoyent.
Ford: Hey, really?
Zaphod: I knew you'd say that!

Guide: And so planet Earth was destroyed and indeed, areas such as Chelsea and Kensington were reduced instantaneously to the level of Milton Keynes.



The number of words you've got to work with is stunning. You're not left with the frustration of spending hours racking your brain and the Thesaurus for the right way to say something — and even when you type in something silly, the computer comes right back with a funny reply that seems to make sense... even if it does smack of Adams' bizarre sense of humour. You can also compile your instructions into sentences, so phrases like 'Turn on the light then get up and get the dressing gown' are quite acceptable.

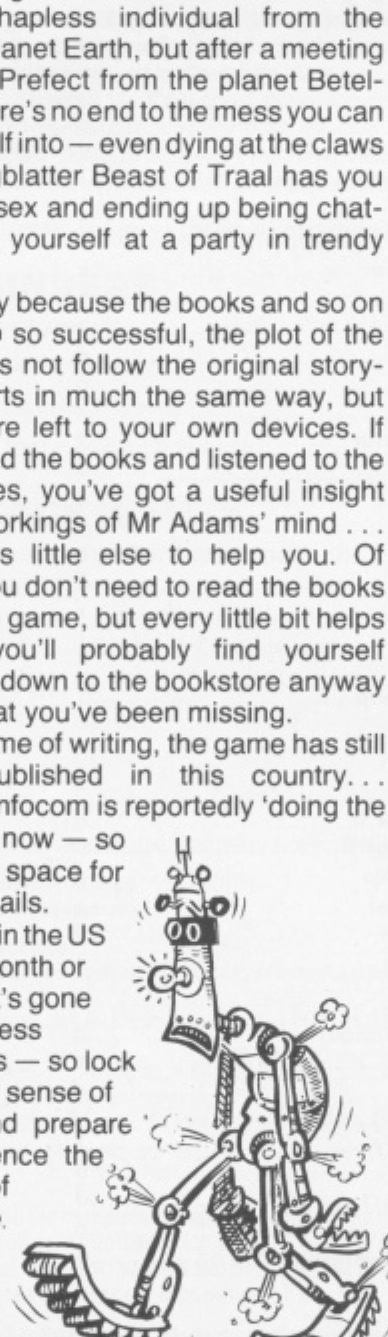
Perhaps the best test of the vocabulary is when you bump into another character from the story — you can actually strike up an intelligent conversation with them!

Couple this approach with the inimitable style of Douglas Adams and you end up with something quite special. You begin the game as the human Arthur Dent, a hapless individual from the doomed planet Earth, but after a meeting with Ford Prefect from the planet Betelgeuse, there's no end to the mess you can get yourself into — even dying at the claws of the Bugblatter Beast of Traal has you changing sex and ending up being chatted up by yourself at a party in trendy Islington!

Probably because the books and so on have been so successful, the plot of the game does not follow the original storyline. It starts in much the same way, but soon you're left to your own devices. If you've read the books and listened to the radio series, you've got a useful insight into the workings of Mr Adams' mind ... but there's little else to help you. Of course, you don't need to read the books to play the game, but every little bit helps — and you'll probably find yourself moseying down to the bookstore anyway to see what you've been missing.

At the time of writing, the game has still to be published in this country... although Infocom is reportedly 'doing the deal' right now — so watch this space for further details. Released in the US about a month or two ago, it's gone from success to success — so lock away your sense of reality, and prepare to experience the wonders of *The Guide*.

64



```
>consult guide about douglas
adams
The Guide checks through its
Sub-Etha-Net database and
eventually comes up with the
following entry:

Mostly harmless.

With a vast savage roar, the
Beast tears you limb from limb
with its tungsten carbide
Vast-Pain claws and... well,
do you really want to know the
rest? The point is that you
have died. Everything
becomes...


Dark


>examine arthur
Arthur seems nice and well
meaning, but also terribly
shy. He has tried to start a
conversation with you several
times, but still hasn't gotten
past "Hello." He has an
enormous, unsightly ball of
fluff on his jacket.


>touch
(darkness)
It does feel a bit cold and
wet and squishy. There seems
to be some liquid at your
fingertips.

>drink liquid
It tastes just like wine. In
fact, you realise with growing
embarrassment that your hand
is sitting in a glass of white
wine.

You're at a party being given
by a distant and incredibly
boring acquaintance. Among the
people you've been introduced
to are a shy, mousy fellow
from the West Country named
Arthur, and a flamboyant guy
named Phil. You've had too
many drinks already, and the
room is beginning to buzz...
```

Ford: Who is this Douglas Adams anyway?
Zaphod: He's just this guy you know.
Ford: And how did he know that the answer to the universe's problems is 42?
Zaphod: Hey look, even a monkey can multiply six by seven!
Ford: Oh.

Reality intrusion: Although the storyline veers away from the original books, you'll often come across an old friend... in this case, the Bugblatter Beast of Traal. And, unluckily, sometimes the characters will be as nasty as they were in the books!

Guide: We catch up with our tiresome traveller at the climax of his inexpert dealings with the Ravenous Bugblatter Beast of Traal. Just prior to this, I thoughtfully provided him with some invaluable information on the creator of this tale — it's only fair he should know who's at the root of his problems.

Ford: Arthur's not Arthur anymore — he looks an awful lot like Trillian to me.
Zaphod: Hmm. Did I ever tell you about that time with me and the triple-breasted lady from...
Ford: No, and I don't think you'd better... this is a family magazine.

Reality intrusion: Quite often you'll find your confusion is almost as great as Arthur Dent's... but the best way to overcome any problems is to try a few things. The worse thing that could happen to you is... ah, but that would be telling, wouldn't it!

Guide: Arthur now experiences a sensation that's almost, but not quite, entirely unlike death. He'll soon find himself at a rather uninspiring 'cheese and Twiglets do' in Islington whereupon he'll make the startling discovery that he's not only shifted in time and space, but also in gender.

Zaphod: Poor ol' Arthur, I suppose someone ought to tell him about the mice at some point.
Ford: What? That they actually ruled the planet Earth?
Zaphod: Yeah.
Ford: No, the shock would probably kill him.
Zaphod: Yeah! Let's do it...

Guide: The best advice that can be given to anyone attempting to unravel the logical results of improbability transfers (or indeed, one of Douglas Adams' storylines) is — don't! You're far better off checking in your reality at the desk, tearing up your ticket and enjoying yourself. The golden rule to bear in mind is that if you think it can't happen, it invariably will!

Marvin: Brain the size of a planet and they ask me to write for *Your 64*... good grief!

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ACTION REPLAY

No. of players | Joystick | Joystick optional | Casset | Disk

Don't Mr Chance — catch up with Pete Connor *and* Steve Malone *in this month's run down on the latest games software.*



Here we go again with the pages that bring you the thrills, spills and heart-ache, that make you believe that you're almost there!

First off we have **Operation Whirlwind** ***from the Brøderbund. This outfit has taken time from creating miniature men and bashing the poor old Bungeling Empire to produce a wargame simulation.***

This game appears in this country now for no other reason apart from the fact that everyone else is releasing these games at the moment. The game is on a similar scale to **Combat Leader** ***which was put under the microscope a couple of months back. The idea is that you and your collection of tanks and a few platoons of troops have to capture some town or other. Alright, I suppose but it doesn't bring anything particularly new to the genre. All in all, the Brøderbund should stick to bashing the Bungelings.***

Next up is **Moon Cresta** ***from Incentive Software. I believe this game has been highly praised by rival magazines. (We have rivals? Ed.) Quite why I'm not sure. It's just a retread of those decomposed old chestnuts*** **Space Invaders** ***and*** **Galaxians***. Perhaps it's something to do with the genuine 'Moon Cresta Arcade Machine' that Incentive is holding out as an incentive (geddit?) to score over 30,000 points. The uncharitable might suggest that no-one will fork out 20p for the games so they might as well try and give them away!***

Time for an unashamed advertisement. It's not often that software houses give anything away, despite what they tell you. However a big hand to Bug Byte, Quicksilva, Virgin and all the rest for donating their games to the mighty **Softaid** ***cassette, the proceeds of which go to the Band Aid Ethiopia Fund. As for you lot out there, for a measly £4.99 you get ten games and the Band Aid single thrown in. So if you haven't already invested in a copy, what are you waiting for? GO OUT AND BUY IT!!!***

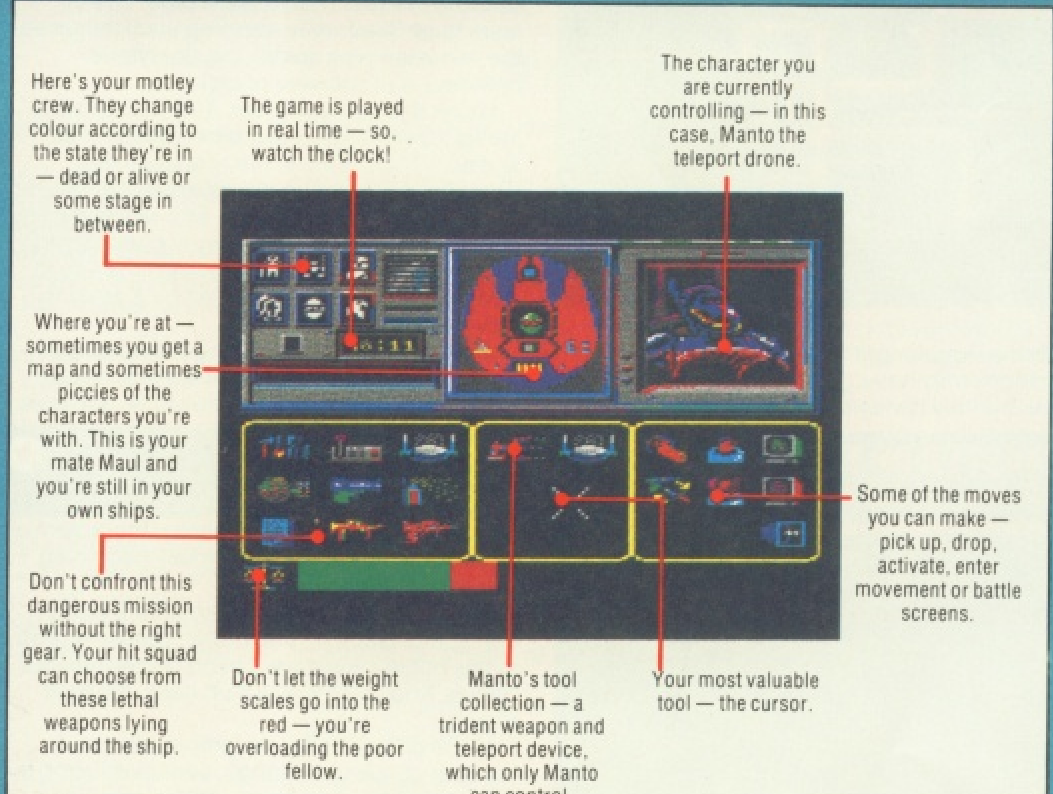
SHADOWFIRE
Beyond Software £9.95

Steve There are some companies, God bless 'em, who you can rely on to produce the goods on a regular basis. Beyond is one of these and *Shadowfire* is their latest winner. The program is the work of Denton Designs which includes a number of ex-Imaginers. *Shadowfire* is an adventure but rather than using text, it's all controlled through the use of on-screen icons and commands.

The object of the game is to rescue Ambassador Kryxix (?) from the evil clutches of the renegade General Zoff before he spills the beans about a fancy new spaceship called the Shadowfire (shades of Star Wars). Your mission is to beam down onto Zoff's ship with a hand-picked team of cut-throats (shades of Rat Pack). You've got to free the Ambassador, kill Zoff, blow up his spaceship and generally cause as much mayhem as possible. All within 100 minutes real time.

The motley crew you control range from a droid called Manto who handles all the teleportation facilities (look after him — otherwise you can't get home) via Sevrina the beautiful expert locksmith to Zark, a kind of space age SAS officer.

Once you've beamed your team down onto the ship, it's a case of searching all the corridors and rooms for the Ambassador and the elusive Zoff. Meanwhile, guards will appear and attack your troops. Most of the time they can be easily disposed of. However, certain areas of the ship are distinctly sticky and you'll be lucky to get all your team through alive. Mostly, it's a question of having the right characters in the right place with the right weapons at the right time.



Despite having made a fuss about *Psytron* a few months back, I make no apologies for raving about *Shadowfire* as well. Using icons instead of reams of text commands is a real wheeze. All I want to know is where the Ambassador is before I wear out my joystick.

BOUNTY BOB STRIKES BACK

Big Five £9.95 (cassette) £14.95 (disk)



Pete This is the long-awaited Son of *Miner 2049er*. If you know your history, then you'll remember that it was *Miner 2049er* which spawned our very own and dear friend *Manic Miner*, which in turn inspired *Blagger*, which ... I could go on.

You'll realise that *Bounty Bob* is a platform game. Not just any platform game, but a very superior one. It seems so easy — yet at the end of an hour I still hadn't conquered the first screen. Because it's a game requiring accuracy and delicacy, the slightest error or lapse in concentration is fatal, and will see you back to the stylish title screen where fluttering birdies bring on the letters to make up the names.

In fact, everything about the game is stylish, despite the lack of originality in the concept. There's a witty variety of objects and creatures, a nice transporter that takes you from top to bottom (or vice versa) and reasonable sound effects. I admit it — I'm hooked. And I've got 25 screens to get through.

Steve Here's a game with a lot to live up to — it's the follow-up to the legendary *Miner 2049er*. I could write a book about the high scores table — the pigeons (what the hell are pigeons doing down a mine?) sorting out the numbers and letters, shuffling about on their perches, and then the little man, with his fag hanging from careless lips giving the left-overs a look of contempt and a kick.

The game's not bad either. Interesting screens, different ideas, and opportunities for the old grey matter to operate which sets it apart from the usual run-of-the-mill platforms game.

HI-BOUNCER

Mirrorsoft £6.95 (cassette) £9.95 (disk)



Steve Mirrorsoft, the software arm of Maxwell House, has over the past year been quietly carving a lucrative little niche for itself by producing games aimed at the four to ten year old bracket. The main theme has been the *Mr Men* cartoons, the latest of which features a character called Mr Bounce.

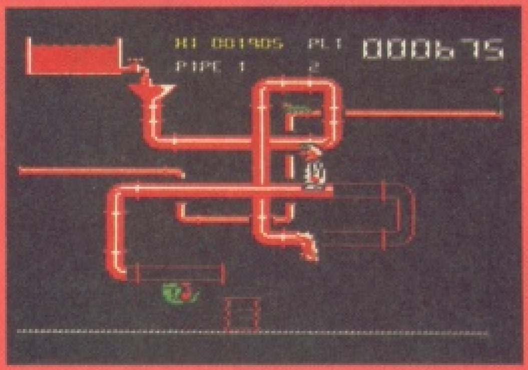
In *Hi Bouncer*, our hero (looking remarkably like a full faced version of our old friend PacMan), has to perform various tasks like helping Mr Tall recover his scarf and gloves or helping Mr Lazy build his house. The trick is to move Mr Bounce, either by rolling him along the ground or by 'bouncing' him so that he lands in just the right position. The trouble is that it's jolly difficult. It's not that Mr Bounce is particularly difficult to control — just that landing him in the right place is such a finely judged affair. Meanwhile, there are other things moving around on the screen. Should our hero collide with any of them, he starts bouncing around like a demented pinball.

The trouble with this game is that while the graphics are up to Mirrorsoft's highish standards, the game itself is a bit thin. OK, you might say a game aimed at five year olds needn't have a plot like *War and Peace*. But then why make it so difficult that only someone with several years hardened games experience can get anywhere with it?

Pete Tiny tots will love it, but anyone over two years old might find it just a little too twee — I know I did. The colouring book graphics are pretty, but a little too cutesey for my taste and game play isn't exactly demanding. Not one for the record books but overgrown *Mr Men* fans will be bouncing high! (*I think I've Mr Point — Ed.*)

SUPER PIPELINE II

Task Set £9.95



Steve Regular gatherers around this soapbox may have got the impression that your humble reviewer doesn't much care for games with silly plots. Well, try this one for size. As Foreman Fred, your job is to fill buckets of water from a leaky pipe. Leaks have to be fixed while avoiding such things as the venusian pipe spider, oxyacetylene cylinders and showers of tacks.

I think this game is great. The background music is reminiscent of the Keystone Cops and so is the action. In order to keep that water flowing through the pipeline you have to pick up one of the workmen who will follow you to where the leak is. Whilst he is busy tapping away at the leak it's best to stand close by to make sure he isn't knocked off by a passing baddie.

Although it's fairly easy to get the hang of the first few levels, higher levels with more barrels to fill and more pipeline to fix will have you tearing around the screen in a frenzy.

The graphics are wonderfully drawn and definitely amusing. Even on a TV screen this game looks arcade quality. All in all, good mindless fun. Pass me the monkey wrench — I'm going back for another game.

Pete Just when you thought it was safe to go down the tube ... Fortunately this is even more enjoyable than its predecessor. The music seemed to have been souped up and there was a more frenetic air about the whole thing. It's essentially the same, but the small improvements mean that you won't be disappointed even if you've got the first one. Lovely graphics, and the 'Game Over' message is a real treat.

MASTER OF THE LAMPS

Activision £10.99



Pete There's not quite all the mystery of the Orient in this program but more than enough to make it an intriguing and involving game. What's more, it has that essential ingredient of starting off very easily but rapidly becoming very challenging.

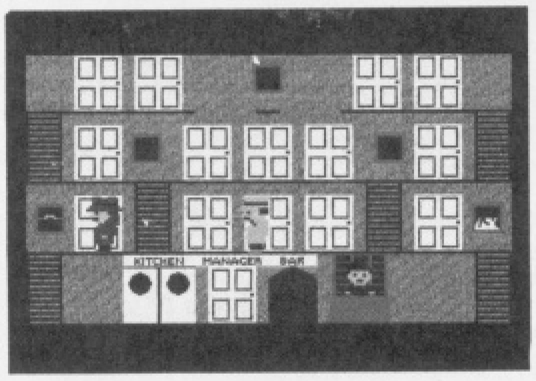
Your task is to help a young prince regain his rightful place on the throne. Hindering you in this noble cause are a band of mischievous genies who you have to stuff back into their lamps.

In the lairs of these naughty spirits are a number of coloured gongs, each producing a different note when struck. When a genie is summoned he will blow up into the air a number of notes which the prince must reproduce in a bong-a-gong race against time. Failure to do this correctly sends you back to square one. To get to the genies' caves you have to fly through a series of tunnels on your magic carpet. After the first one or two they become vicious switch-backs and it's no mean feat to stay on your Axminster.

Master Of The Lamps has very pretty graphics and some truly excellent music. At times the game gives you the feeling of taking part in something along the lines of *Star Wars*. Well worth a Miss Stick look at your local magic shop.

Steve This is a very updated and much disguised version of those 'Simon' toys. Definitely a no-no if you're tone deaf, remotely colour-blind, or have short-term memory disfunction. The opening sequences to the caves are visually excellent and the sound varied and exciting. The whole thing however, seemed strangely pointless.

STRINGER
Addictive £6.95



Steve Still looking for the elusive follow-up to *Football Manager*, Addictive has moved into the cut-throat world of paparazzi. You are Stringer and must try and grab a photograph of the luscious Polly Platinum for your rag before your deadline (shown at the bottom of the screen) runs out.

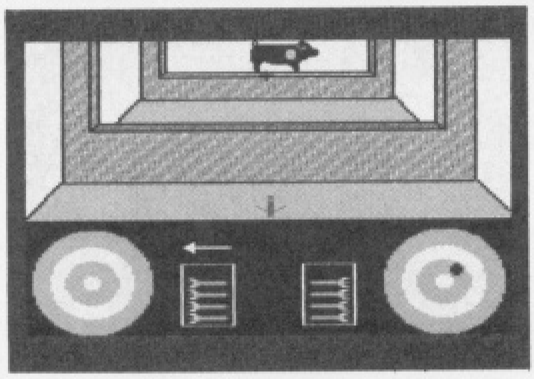
The action takes place in the hotel where Ms Platinum is staying. In order to take her picture, it is usually helpful to have a camera, so first you must search the rooms on the various floors for your equipment. Cue platforms game.

Life is complicated for our hack by Mr Angry who lurks behind one of the doors and objects to newshounds barging into his room and the hotel staff who take a dim view of their guests being disturbed. Incidentally, there appears to be a bug in this bit of program. While you are being chased by the porter, *Stringer* has a nasty habit of occasionally freezing for a couple of seconds, which means being caught. Software companies really should make sure they debug programs properly.

Stringer is breaktaking in its ordinariness. There is absolutely nothing in this game that you haven't seen at least a dozen times before. The sound is dull, the graphics are dull, the game is dull.

Pete This is a *Gumshoe* clone with all the fun taken out. It isn't helped by the appearance of Mr Angry (has he escaped from Purley or *Hi Bouncer?*). The music is excruciatingly repetitive, but if you turn it off you'll lose all the other sounds of the game. Reasonable graphics but an unoriginal idea with no imagination. This one certainly isn't very addictive.

BRIAN JACKS SUPERSTAR CHALLENGE
Martech £8.95 (cassette) £12.95 (disk)



Steve I thought the Olympics were over for a while. Perhaps we might be given a rest from event simulations? No chance.

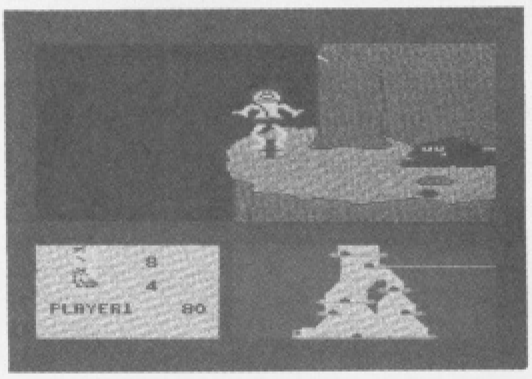
I'm sure you know the format of this type of game by now. There are x number of events, in this case eight, which require frantic wiggling of the joystick in order to get your athletes to run, swim or jump through hoops as fast as possible. Points are given for each effort and a grand total is displayed at the end. *Superstar Challenge*, based on the BBC's *Superstars* TV programme, doesn't deviate from the formula in any of these respects, so let's just mention the events; canoeing, boar shooting (bore shooting?) 100m sprint, squat thrusts, swimming, arm dips, football and cycling. In order to justify the game, the programmers have made some attempt at making it a bit different from usual — things like having your swimmer breathe by pressing the fire button and the like — but it doesn't add up to anything startingly different.

I can't see *Superstar Challenge* making any great impact as the market is already flooded with similar games. What's more, it's not a patch on Epyx's *Summer Games*. Sorry Brian, but you've failed to qualify.

Pete A multi-event simulation game is nothing new and neither is *Brian Jacks Super Star Challenge*. The audience looked like a collection of bored tombstones, although the game itself was lively and quite enjoyable. The animation is excellent and the background graphics aren't too bad.

A nice little number — if you're bored with *Decathlon* there's a million ways to do a lot worse.

BC II GROGS REVENGE
US Gold £9.95 (cassette) £14.95 (disk)



Pete There are people who raved over *BC's Quest For Tires*. I wasn't one of them but I came to its successor, *Grog's Revenge*, in a spirit of free enquiry. I was prepared — hoping even — to enjoy myself. Unfortunately I didn't.

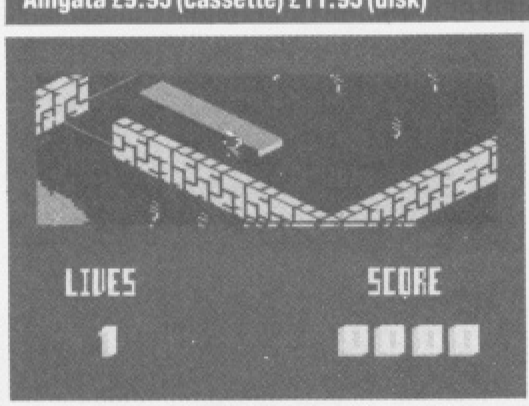
As before you trundle along on that primitive wheel trying to collect clams on mountain paths. Obstacles include rocks that will send you flying should you hit them, and Tiredactyls — huge green BC eating toads. Caves take you through the mountain and inside them you must use your headlight. This gives you a triangular yellow area on the screen, picking out the clams and the dangerous stalagmites. It will cost you 100 clams to cross the toll bridges to the other side of the mountain.

The main idea though is to avoid Grog, that prehistoric mass of hair and nose (no it's not Barry Manilow). You can find out where he is by consulting the preview screen just below the main one, which shows your position in relation to Grog and the mountains.

Trouble is, when Grog appears there's nothing you can do about it. So you spend all your time running away from him. Collecting clams isn't a very interesting pastime either. Although the graphics are entertaining the sound is weak. Altogether a dull game.

Steve Flushed with the success of the good review *BC's Quest* got a couple of months back, our hero appears in another adventure, looking for the meaning of life. Funny, whenever I got to *the* meaning of life I got clobbered by Grog. There's a lesson for us all there I'm sure. Anyway, the graphics are well up to the previous standard although I found *Grog's Revenge* less satisfactory — the idea seemed a lot thinner.

BLAGGER GOES TO HOLLYWOOD
Alligata £9.95 (cassette) £11.95 (disk)



Steve Having now become a cult figure, the popular tealeaf has now travelled to tinseltown to find fame, fortune and anything else that isn't nailed down.

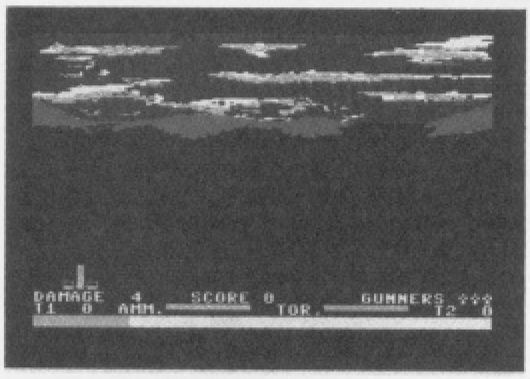
Finding himself inside a Hollywood studio, Blagger's thoughts naturally turn to swiping things, in this case twelve props dotted around the various film sets. The nasties to be avoided in this game are assorted film stars such as Batman, the shark from *Jaws* and Robin Hood. However, should you happen to have in your posession the prop that goes with the film (such as the 'POW' motif in Batman), then throwing it will see the baddie off. Once you have collected twelve props you make it to the 13th room, director Speilbum's office and nick his latest blockbuster.

Superficially, the game looks like *Ant Attack*, although you can't change the viewing angle. Apart from the baddies, your progress is further hampered by walls which rise out of the ground. The graphics are attractively designed, and although some of the sprite handling routines could do with a little fine tuning, the game looks to have a lot of potential.

I expect to see this one riding high in the charts before long and Alligata thinks so too — it's planning a big promo to plug this game. Who says crime doesn't pay?

Pete Hollywood maybe but I don't think this one's going to break box office records. Several of the stars featured should surely be able to sue for defamation of character. In particular the shark from *Jaws*, who resembles an airborne soft toy. The music, of course, is impressive but I found the game less than gripping.

OPERATION SWORDFISH
British Software £9.95 (cassette) £11.95 (disk)



Pete *Operation Swordfish* is a below-average submarine game that will make you wish you hadn't bothered to close the hatches before diving.

In a desperate attempt to be original, this one has an historical scenario but even so it's hardly anything new.

Your mission is to destroy an invasion fleet. This being 1942 the ships are protected by Fairey Swordfish — torpedo-carrying bi-planes and about the only thing of any graphic interest in this game. The ships also carry depth charges.

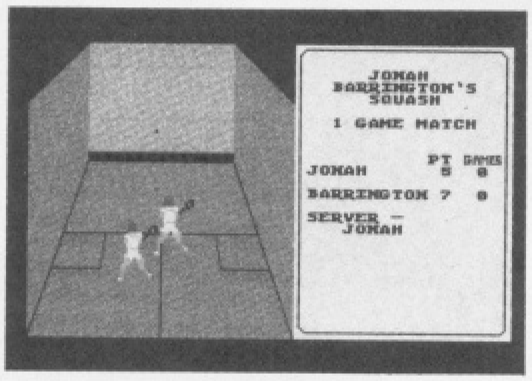
So if you're on the surface you blast away at the planes with your gun. If there are no planes about then you dive to periscope level and try to hit the ships with your torpedoes as they cross the screen.

No matter what evasive action you take your damage-meter will rise steadily. These old ships are remarkably accurate with their depth-charges.

It's all tedious stuff, not enhanced by the droning noises of the planes or the garish and crude representation of the seascape. It really needs to go back to dry-dock for repairs.

Steve "The ultimate war game" says the blurb. Well hardly. *Operation Swordfish* is a cross between those various submarine commander games and *Beach Head.* The graphics are all very nice but there is not a great deal to it. All you ever get to see is the same old scenery and the same old convoys and stringbags attacking you. As there is no chance of getting out of the way, it's just a case of blasting away until you are inevitably sunk without trace, which is probably the fate of this game.

JONAH BARRINGTON'S SQUASH
New Generation Software £7.95



Pete Thousands, perhaps millions, of people die every year from over-exertion on the squash courts of England. Now you can have your heart-attack in, as that old computer-game review cliché goes, 'the comfort of your own armchair'.

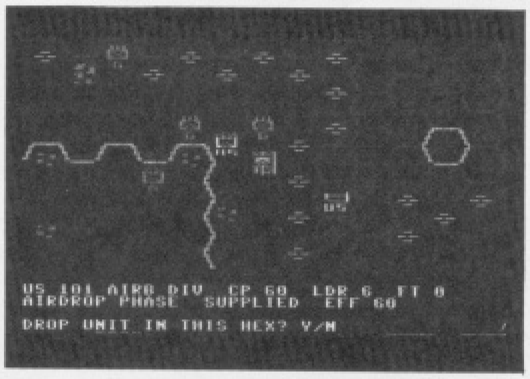
This makes things easier for everybody and also means you don't have to lay out a lot of money on expensive equipment — New Generations's program comes a lot cheaper than a squash racket. The simulation is also remarkably good. You get a clear 3D view of the court, the ball is both visible and audible, and the players are well-animated and easily distinguished.

But I'm not sure how much skill there is in it. Get anywhere near the ball, press the button and you're almost certain to hit it. Things are made even simpler since the computer player isn't all that hot. He has a disconcerting habit of missing a shot and sitting on the floor. Against another human, of course, blunders are far more entertaining.

The program also contains some very good speech, which gives the score after every service. It's impressive but it does become a bit tiresome by the end of a gruelling five games. One other thing ... Who is this Jonah Barrington?

Steve Jonah speaks! Now I don't know Jonah Barrington's voice from Adam's, however, I know a good voice synthesiser when I hear one and this one is quite nifty. As a matter of fact so is the game, which takes a great deal of running around (via the joystick that is). This is just as well because the background graphics are about as dull as a squash court. (*I think it's supposed to be! Ed.*)

BATTLE FOR NORMANDY
US Gold £14.95



Steve I don't know if it's my imagination, but there does seem to be an enormous amount of war simulations about at the moment. The latest piece of meat to be thrown to the armchair general is this one from Strategic Simulations and has apparently been available on import for over a year.

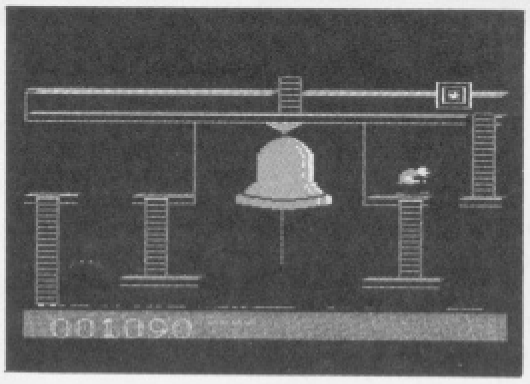
As you might suppose, this one is about the two or three weeks following the D-Day landings in 1944. The game can be played by one or two players, but as I couldn't get anyone to play with me, I ended up playing the computer.

In one player mode, you command the allies and like most such games it is possible to rig the odds to give yourself a better chance — things like weakening the beach batteries so you can get ashore. Personally, I found getting ashore no problem — the trouble started trying to break out of the beach head. The Germans have a nasty tendency to get in the way and take a lot of persuasion before they keel over and die.

There is the usual mound of rules to be digested before you can get going but you can quickly get the hang of them. Like all war simulations you either like 'em or loathe 'em. If you like 'em you'll spend many a happy hour with this one.

Pete I was certainly flattered to be put in charge of Operation Overlord but I didn't really think I was up to such a demanding position. Like nearly all the war games I've ever seen the instruction booklet alone is enough to make you surrender. But the game has very impressive graphics and its complexity will keep the real war-gamers satisfied.

QUASIMODO
US Gold £9.95 (cassette) £11.95 (disk)



Pete *Quasimodo*-the-game is not going to win any prizes for originality since Quasimodo-the-man has appeared in countless versions of *Hunchback* over the past few years. In fact, *Quasimodo* (the game) isn't going to win any prizes for anything.

It's a three screen variant on the trusty formula of ringing bells and killing guards on the castle walls. First of all, you must drop boulders on the soldiers swarming up ladders. These fellows keep up a rapid stream of crossbow fire. You, the horribly deformed hero, have three piles of rocks to chuck at them. An enjoyable bonus here is that you can bounce boulders off the side of the screen.

Once you kill off the guards, you collect a jewel, put it in its casket and then try to get to the next stage by swinging on the ropes of three enormous bells. Ding dong etc.

Finally, you must go through the first two stages all over again to get to the castle wall. Here you fight off inquisitive soldiers who insist on popping their heads out of windows.

Well, there's not much to it and it's all pretty familiar but it does the job with a certain style and it's not bad to look at. Quasi himself is a pleasantly ugly creature, not unlike the Ed.

Steve I could really get the hump about this game. How many times do we have to see this formula? I suppose I could wheel out all the oldies in return — lunchpack of Notre-Dame, that face rings a bell ... No, perhaps I'd better not. Being charitable, this is a smooth version and collecting jewels is a bit more fun than dragging Esmerelda around. It's quite easy and absorbing at first but I bet the rot will set in before too long ...



· COMMODORE 64 ·
ELITE



Front View
ELITE



Front View
ELITE



Elite – the ultimate, award-winning space challenge.

Once the privilege of BBC and Electron owners, Elite now takes a giant leap forward – onto the COMMODORE 64. (There'll be versions for the 48K Spectrum and Amstrad soon).

OUT IN DEEP SPACE, THESE REVIEWERS FACED THEIR TOUGHEST TEST.

Already tested by the intrepid explorers of the Commodore press, here – breathlessly – are just a few words from their advance battle reports.

"The Final Frontier?"

(Mega Game, Your 64, June 1985).

"**My favourite**... as absorbing and challenging as the original."

(Commodore Horizons, June 1985).

"To explain every element of Elite would take a book... **you'll run out of energy** long before Elite runs out of things to show you."

(Commodore Computing International, June 1985).

"A brilliant game of blasting and trading... truly a mega-game... **the game of a lifetime.**"

(Gold Medal Award, Zzap! 64, May 1985).

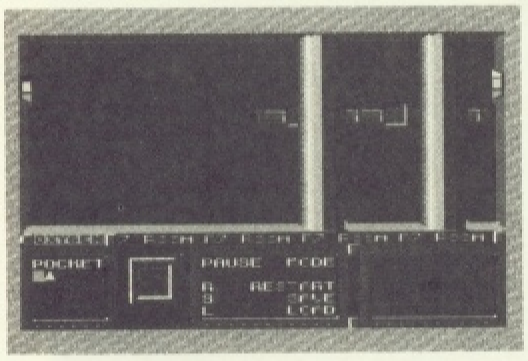
FIREBIRD

FIREBIRD SOFTWARE · WELLINGTON HOUSE
UPPER ST MARTIN'S LANE · LONDON WC2H 9DL

GOLD EDITION

ACTION R E P L A Y

STRANGELOOP
Virgin £8.95



Pete This is a very big and superior arcade adventure. It first appeared some months ago on the Speccy but, needless to say, it's far superior on the 64.

Your task is to regain control of the robot factory at the edge of the Galaxy. Under evil alien control the production line is churning out products bent on the destruction of the human race. They may have their reasons but you can't let them get away with it.

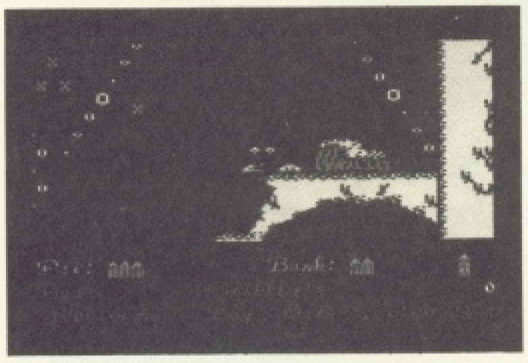
There are over 250 rooms in this place, so it's a good job you've got a jet cycle to zoom around on. There's no oxygen so your spacesuit and the air bottles are essential. But the rooms are full of swirling swarf — if you don't blast it with your laser you'll puncture your suit, and you can only take a limited number of leaks. Talking of lasers, your ammo's limited too. In fact, you'll need to constantly keep an eye out for supplies.

Finding the control room isn't too much of a problem. Figuring out what to do there is though. The instructions don't tell you what you need, so an awful lot of trial and error is involved.

Strangeloop won't give you a real zap, despite the superficial similarities to *Jet Pac*. But it will give you a challenging puzzle in which experienced map-markers will have a head start.

Steve After a somewhat shaky start Virgin Games is turning into quite a handy little outfit. This is an elegantly designed little game that is something of a cross between *Jet Pac* and *Impossible Mission* and will doubtless have lasting appeal to fans of both. With 250 rooms for players to struggle through, it's probably just as well.

GRIBBLY'S DAY OUT
Hewson Consultants £7.95



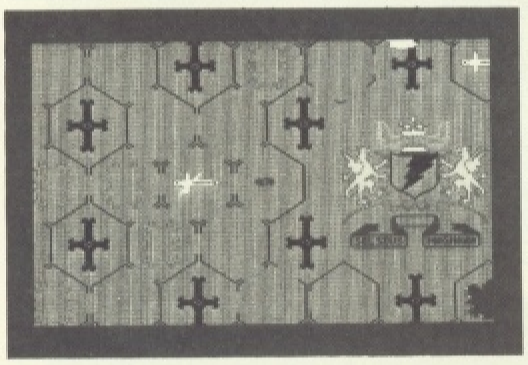
Pete In case you don't know, a Gribbly is a 'strangely cute beastie from Blabgor'. Its strangely cute offspring — Gribblets — love to frolic in their carefree way over the surface of the planet. Your job as a responsible adult is to herd the little ones to the safety of a cave, safe from the evil clutches of the marauding Seon.

Gribbly is actually a charming creature. He's green and spherical with two large wobbling antennas above his big eyes. If the game's going well he'll smile, if not, he'll give a worried frown. Gribbly can bounce around the surface of Blabgor or levitate and buzz around in the air.

He can destroy weird aliens by bubbling them. This is a good policy as otherwise they will mutate and carry off your Gribblets. (*Sounds fun! Ed.*) Even more troublesome than these enemies, though, are the psi webs strung around. Contact with these, lowers Grib's own psi energy but there is a method of changing the webs if you're smart enough. Scrolling is real smooth and the graphics are jolly and inventive. *Gribbly's Day Out* is fun to play but doesn't give you a great buzz of excitement. It's likely to appeal more to younger players.

Steve This is a pretty game which will doubtless appeal to those among you with maternal instincts. Parents, teachers, and others who have custody of the young may identify strongly with overworked and (probably) underpaid, one-legged, no-armed, but strangely loveable little Gribbly. The smile on his little face when one of the motley crew of evolving baddies is done in, or one of the little ones is saved, is a reward in itself.

ICE PALACE
Creative Sparks £7.95



Steve Programmers are finally getting the hang of combining the brains of adventure with the brawn of the arcade. Attempts at combining the two are getting noticeably better as the months go by.

Not that *Ice Palace* is by any means perfect, but it is quite a diverting little number. The object is to collect the pieces of a crown, one of which is on each of the seven layers of the game. As the dashing prince you have to go and fetch them by wandering through the asymmetrical octagonal rooms that make up the palace. Of course, your progress is hampered by malevolent sprites which can be fended off by your trusty firestick.

All that is the arcade end of it. Pressing Space gets you into the adventure screen. This screen tells you how you are doing and gives a list of the commands available. Some of these are hoary old chestnuts such as pick up and drop, whereas others give you a clue as to what you are supposed to be doing. For instance, the command 'put coin in', indicates that you ought to be looking for a coin and somewhere to put it, doesn't it?

The programming appears to be fairly neat although the graphics, particularly the arcade screen could have done with a bit more imagination. All you ever see of the prince is the top of his head. (No, it's not bald) Still, nice game …

Pete I never find it easy to be good but the speed with which you turn evil in this game is more than a little frightening. You barely have time to figure out what's going on before the game's over. I suspect it's quite entertaining — the bit I saw had some original graphics touches, but I doubt I'll get the hang of it.

TALLADEGA
Audiogenic £8.95



Steve Funny how you never tire of certain types of game. One of the species that I can quite happily sit and burn the TV screen out with is racing simulations. The latest to arrive in the *Y64* pits is *Richard Petty's Talladega* — Talladega being a place where people indulge in a particularly lethal form of stock car racing of which Richard Petty is one of the leading exponents (i.e. he's still alive).

In order to enter the race, first you have to qualify in the set time. As the clock doesn't run on real time but judges you essentially on how well you take the bends, it's all a matter of controlling your skids.

Once out onto the real race things are complicated by the cars of the other competitors some of which will get out of the way when you try to overtake, while others won't. The worst offenders are Richard Petty himself and a couple of his mates. Thus while it's fairly easy to take fourth place and stay there catching one of the three leaders is almost impossible. Attempting to elbow the competition out of the way, while possible, can mean you end up fricasseed if you push your luck too far.

Although not as well written as some of its more streamlined cousins such as *Pitstop II* and *Pole Position*, like stock car racing, *Talladega* has its own rickety charm.

Pete *Talladega* doesn't really qualify as far as motor racing simulations go. The cars weren't anything special and the landscape was positively boring. Even the crashes weren't very spectacular and the music became tedious quite quickly. And why does Richard Petty always get pole position?

PROGRAMMER OF THE YEAR

Follow this! Here's the first entry in our Programmer of the Year award from F G Tout. *Can you do better? There's still time to go for the title and the prize of a brand-new Commodore 128...*

F G *Tout's* game squeezed into first position this month as the search for 64 Programmer of the Year gets under way. This is the first entry to be selected for publication. Take a look, if you can do better drop us a line..

Squeezy is a charming arcade game written almost entirely in Basic. You play Peter Peanut who has to eat the ice cream cones contained in a maze. The cones are defended by all manner of mechanical monsters. Use the joystick (in port 2) to control the Peanut. Move left and right with the joystick and squeeze through the gaps by holding down the fire button and moving the joystick up or down.

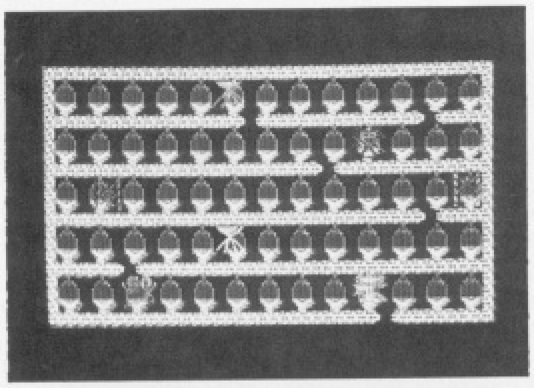
COMPO INFO

For those of you who haven't been paying attention, *Your 64* in association with Commodore UK are looking for 64 Programmer of the Year. The winner of the competition not only wins a prestigious title but a brand-new Commodore 128 as well.

Over the next six months, we'll be publishing the six best programs so far, ready for the final judging. Each published entry not only gets the usual generous fee from *Your 64* but Commodore UK will throw in £50 worth of software as well.

The rules are simple. Your program can be anything you like — a game, a utility or an application — as long as it's less than 10K in length.

All you need to do is send us a listing, some program notes and a copy of the game on tape or disk. Last closing date for entries is October 31st 1985 but if you've already got a masterpiece send it now to take advantage of the early judging. Entries should be sent to Programmer of the year, *Your 64*, 14 Rathbone Place, London W1P 1DE.



Squeezy is in two parts, the second is auto-loaded when the first has finished. To type in the game, enter and save the first half. Next enter the second half and save it shortly after the first. Press Shift Run/Stop to start the game

SQUEEZY PART 1

```
5 FORT=49152TO49789:READA:POKET,A:NEXT:S
YS49152:FORT=0TO11*8-1:READA
10 POKE12808+T,A:NEXT:FORT=13056TO14655:
READA:POKET,A:NEXT
```

Lines 5-10 Load and set up machine code routines and sprite data.

```
22 DATA169,,133,163,169,48,133,164,169,,
133,165,169,208
23 DATA133,166,173,14,220,41,254,141,14,
220,165,1,41,251
24 DATA133,1,160,255,200,177,165,145,163
,192,255,208,247,16
25 DATA164,232,134,164,164,166,200,132,1
66,228,52,208,231,165
26 DATA1,9,4,133,1,173,14,220,9,1,141,14
,220,173
27 DATA24,208,41,240,105,12,141,24,208,9
6,,173,16,208
28 DATA201,192,240,16,173,,208,201,,240,
4,206,,208
29 DATA96,169,192,141,16,208,173,,208,20
1,24,240,3,206
30 DATA,208,96,173,16,208,201,193,240,16
,173,,208,201
31 DATA255,240,4,238,,208,96,169,193,141
,16,208,173,
32 DATA208,201,64,240,3,238,,208,96,96,1
73,,220,201
33 DATA123,208,4,32,81,192,96,201,119,20
8,4,32,115,192
34 DATA96,96,169,64,141,18,212,169,10,14
1,17,212,169,8
35 DATA141,19,212,173,18,208,141,15,212,
169,65,141,18,212
36 DATA96,173,250,,201,,240,18,173,18,20
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37 DATA141,33,208,32,170,192,206,250,,76
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38 DATA,201,,240,11,169,255,141,250,,206
,251,,76
39 DATA197,192,169,255,141,250,,141,251,
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40 DATA201,1,240,23,173,2,208,201,254,24
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41 DATA238,4,208,32,46,193,96,169,1,141,
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42 DATA2,208,201,24,240,10,206,2,208,206
,4,208,32,69
43 DATA193,96,169,,141,52,3,96,173,249,7
,201,214,240
44 DATA7,238,249,7,238,250,7,96,169,211,
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45 DATA250,7,96,173,249,7,201,211,240,7,
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46 DATA250,7,96,169,214,141,249,7,141,25
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47 DATA3,201,1,240,23,173,6,208,201,254,
240,10,238,6
48 DATA208,238,8,208,32,145,193,96,169,1
,141,53,3,96
49 DATA173,6,208,201,24,240,10,206,6,208
,206,8,208,32
50 DATA168,193,96,169,,141,53,3,96,173,2
51,7,201,218
51 DATA240,7,238,251,7,238,252,7,96,169,
215,141,251,7
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```

```
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67 DATA20,3,169,234,141,21,3,96
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,88,170,101,101,170,148,148
102 DATA9,25,170,149,149,170,37,5,101,89
,170,105,170,105,101,89
104 DATA1,1,5,22,26,90,105,101,64,80,80,
144,164,164,105,89
106 DATA255,255,255,255,255,255,255,255,
63,55,61,15,15,3,3,3
108 DATA252,220,124,240,240,192,192,192,
85,85,85,85,85,85,85,85
110 DATA170,170,170,170,170,170,170,170
200 DATA,42,,,166,128,,132,128,2,132,160
,2,85
202 DATA96,2,85,96,2,132,160,,145,128,,1
66,128,
204 DATA42,,,42,,,42,,,174,128,,187,128
206 DATA2,238,224,2,187,160,2,238,224,2,
187,160,,174
208 DATA128,,170,128,,42,,,,42,,,38,
210 DATA,17,,,145,128,,85,64,2,85,96,2,1
45
212 DATA160,,145,128,,166,128,,42,,,42,,

214 DATA42,,,174,128,,187,128,2,238,224,
2,187,160
216 DATA2,238,224,2,187,160,,174,128,,17
0,128,,42
218 DATA,,,42,,,38,,,17,,,17,
220 DATA,21,,,17,,,17,,,145,128,,166
222 DATA128,,42,,,42,,,42,,,174,128,
224 DATA187,128,2,238,224,2,187,160,2,23
8,224,2,187,160
226 DATA,174,128,,170,128,,42,,,,42,,
228 DATA166,128,2,132,160,2,132,160,,149
,128,,17,
230 DATA,17,,,17,,,34,,,42,,,42
232 DATA,,42,,,46,,,187,128,2,238,224,2
234 DATA187,160,2,238,224,2,187,160,,174
,128,,170,128
236 DATA,42,,,,42,,,166,128,,132,128,2
238 DATA132,160,2,85,96,2,81,96,2,145,16
0,,145,128
240 DATA,166,128,,42,,,42,,,42,,,46
242 DATA,,59,,,46,,,59,,,238,192,2
244 DATA187,160,,174,128,,170,128,,42,,,
,42
246 DATA,,166,128,,132,128,2,132,160,2,8
5,96,2
248 DATA85,96,2,145,160,,145,128,,166,12
8,,42,
250 DATA,42,,,42,,,174,128,,187,128,2,23
8
252 DATA224,,187,128,,46,,,59,,,46,,
254 DATA42,,,42,,,,42,,,166,128,,132
256 DATA128,2,132,160,2,85,96,2,85,96,2,
149,160,
258 DATA145,128,,166,128,,42,,,42,,,42,
260 DATA,174,128,,187,128,2,238,224,2,18
7,160,2,238
262 DATA224,2,187,160,,174,128,,42,,,42,
,
270 DATA,255,,1,255,128,3,129,192,3,129,
192,205,195
272 DATA128,120,231,,48,126,,30,126,,7,2
22,102,1
274 DATA242,60,,87,24,,125,216,,126,120,
127,255,252
276 DATA192,,6,29,239,112,48,,24,47,255,
232,47,255
278 DATA232,48,,24,27,222,240,,,255,,1,2
55,128
280 DATA3,129,192,3,129,192,1,195,128,,2
31,,204,126
282 DATA102,120,126,60,48,90,24,63,255,2
48,,36,,
284 DATA126,,,126,,127,255,252,192,,6,31
,222,240
286 DATA48,,24,47,255,232,47,255,232,48,
,24,29,239
288 DATA112,,,255,,1,255,128,3,129,243,3
,129,222
290 DATA1,195,140,,231,28,,126,112,,123,
192,,47
292 DATA,204,252,,121,238,,55,62,,60,126
,,127
294 DATA255,252,192,,6,23,189,240,48,,24
,47,255,232
296 DATA47,255,232,48,,24,30,247,176,,,2
55,,1
298 DATA255,128,3,129,192,3,129,192,1,19
5,128,,231,
300 DATA204,126,51,120,126,30,48,90,12,6
3,255,252,,36
302 DATA,,126,,,126,,127,255,252,192,,6,
15
304 DATA123,208,48,,24,47,255,232,47,255
,232,48,,24,31,123,208,
310 DATA,,,,,,,,,129,,129,65,
312 DATA130,33,129,132,48,129,12,24,195,
24,12,195,48,6
314 DATA66,96,3,102,192,1,231,128,,255,,
,60,
316 DATA,24,,,126,,1,239,128,7,191,224,1
4,255
318 DATA240,29,255,248,59,255,252,,,,,,,

320 DATA,,16,8,129,16,8,129,16,8,195,48,
12,102
322 DATA32,6,102,96,3,37,192,1,189,128,,
255,,
324 DATA126,,,255,,,60,,,24,,,126,
326 DATA1,239,128,7,223,224,15,191,240,3
1,127,248,63,127
328 DATA252,,,,,,,,,,90,,,189,128
330 DATA3,66,192,2,102,64,3,36,192,1,189
,128,,255
332 DATA,,126,,,62,,,28,,,255,,
334 DATA60,,,24,,,126,,1,255,128,7,247,2
24
336 DATA15,251,240,31,253,248,63,253,252
,,,,,
338 DATA,,,,16,8,129,16,8,129,16,8,195,4
8
340 DATA12,102,32,6,102,96,3,37,192,1,18
9,128,,255
```

```
342 DATA,,126,,,255,,,EC,,,24,,
344 DATA126,,1,251,128,7,254,224,15,255,
112,31,255,184
346 DATA63,255,188,,28,,28,28,,12,24,8,2
0,20
348 DATA136,152,12,73,28,28,42,28,28,62,
12,24,227,148
350 DATA21,221,216,15,54,124,31,54,124,2
9,221,204,24,227
352 DATA148,20,62,24,12,42,28,28,73,28,2
8,136,140,24
354 DATA8,20,20,8,24,12,,28,28,,28,,12,
356 DATA12,28,,20,28,8,24,24,136,156,20,
73,28,12
358 DATA42,12,28,62,20,28,255,152,25,255
,220,23,182,252
360 DATA15,182,236,29,255,212,28,255,152
,24,62,28,20,42
362 DATA28,12,73,12,28,136,148,28,8,24,2
4,8,28,20
364 DATA,28,12,,12,,20,,20,12,,24,28,8
366 DATA28,28,136,156,24,73,12,20,42,20,
12,62,24,28
368 DATA255,156,29,255,220,27,255,236,23
,255,244,13,255,216
370 DATA28,255,156,28,62,28,24,42,12,20,
73,20,12,136
372 DATA152,28,8,28,28,8,28,24,,12,20,,2
0,
374 DATA24,,24,20,,28,12,8,28,28,136,140
,28,73
376 DATA20,24,42,24,20,62,28,12,255,156,
29,255,204,31
378 DATA182,244,27,182,248,21,255,220,12
,255,156,28,62,12
380 DATA28,42,20,24,73,24,20,136,156,12,
8,28,28,8,12,28,,20,24,,24,
390 DATA,,,255,255,,,24,7,,248,26,199
392 DATA208,18,126,48,34,32,96,23,96,96,
31,192,224,15
394 DATA129,240,7,3,248,31,195,248,48,10
2,12,102,189,230
396 DATA206,195,243,222,231,251,222,224,
123,31,231,248,31,231
398 DATA248,15,195,240,7,129,224,,,,,15,
255,252
400 DATA,7,224,7,254,96,24,192,96,16,96,
96,62,32
402 DATA96,23,96,96,31,192,224,15,129,24
0,7,3,248,31
404 DATA195,248,48,102,12,103,189,230,20
7,195,243,223,231,251
406 DATA193,231,251,31,231,184,31,231,18
4,15,195,176,7,129
408 DATA160,,,,,63,255,240,,6,,7,151,
410 DATA24,123,128,17,129,192,54,96,224,
25,96,96,23,192
412 DATA224,15,129,240,7,3,248,31,195,24
8,48,102,12,103
414 DATA189,230,207,195,243,223,231,251,
223,231,131,30,231,248
416 DATA30,231,248,14,195,240,6,129,224,
,,,,15
418 DATA255,252,,,96,7,128,224,24,65,224
,16,35,96
420 DATA49,238,96,18,124,96,23,240,224,1
5,129,240,7,3
422 DATA248,31,195,248,48,102,12,103,189
,166,207,195,179,223
424 DATA231,187,222,7,187,31,231,248,31,
231,248,15,195,240,7,129,224,
430 DATA,,63,143,224,49,140,96,48,12,96
,112,28
432 DATA96,112,28,96,112,28,96,239,63,22
4,239,56,96,230
434 DATA56,96,255,56,96,,,,63,142,112,49
,142,112
436 DATA49,142,112,113,156,224,113,156,2
24,225,188,224,225,184
438 DATA192,225,184,192,255,191,192,,62,
248,252,54,216,204
440 DATA55,216,192,115,185,192,115,185,1
92,112,57,248,112,57
442 DATA192,224,115,128,224,115,140,224,
115,252,,,,63
444 DATA7,225,51,7,241,48,6,49,112,14,51
,126,15,227
446 DATA112,15,13.,224,28,192,224,28,103
,227,28,55,255,28,55,
```

Lines 22-446 Data for machine code and sprites.

```
500 POKE198,2:POKE631,13:LOAD
```

Line 500 Auto-loads second half.

SQUEEZY PART 2

```
1000 V=53248:C=54272:POKEV+22,PEEK(V+22)
OR16:POKEV+32,0:POKEV+33,0
1002 POKEV+34,9:POKEV+35,7:POKEV+24,29
1004 POKEV+37,2:POKEV+38,9:POKEV+39,3:PO
KE2040,204:POKEV,30:POKEV+1,2
```

Lines 1000-1004 Initialise Vic chip registers.

```
1006 POKEV+28,1:S1=C+4:S2=C+5:S3=C+1:SU=
C+3:POKEC+24,31:POKEC+23,245
1008 POKEV,40:GOTO10000
```

Lines 1006-1008 Initialise sound registers.

```
1010 POKEV+2,100:POKEV+4,100:POKEV+3,68:
POKEV+5,164:POKE2041,211:POKE2042,211
1012 POKEV+6,200:POKEV+8,200:POKEV+7,100
:POKEV+9,196:POKE2043,215:POKE2044,215
1013 POKEV+16,192
1014 POKEV+10,30:POKEV+12,30:POKEV+11,13
2:POKEV+13,132:POKE2045,219:POKE2046,219

1016 POKEV+14,10:POKEV+15,69:POKE2047,22
3:POKEV,30:POKE2040,204
2000 A$="■♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦
♦♦♦♦♦♦♦♦♦♦"
2002 B$="| —":C$="■┌─■■■| |■■■|、":D$="♦":
E$="□□"
2004 Z$="♦
        ♦":DO$=""
2100 GOSUB50000
3000 PRINT"■■";A$;:FORT=0TO18:PRINTZ$;:N
EXT:PRINTA$
3002 PRINT"■■■";DO$;A$;DO$;A$;DO$;A$;DO$
;A$:PRINT"■■■";
3004 FORTT=0TO4:GOSUB3040:GOSUB3045:NEXT
TT
3003 PRINT"■■";:FORT=0TO3:GOSUB3050:NEXT
:PRINTTAB(4);B$:PRINTTAB(20)"□□";B$
3030 GOSUB50010
3035 POKE56325,SP:PRINT"■";:SYS49768:POK
EV+30,0:GOTO5000
```

Lines 1010-3035 Start new game.

PROGRAMMER OF THE YEAR

```
3040 FORT=0TO12:PRINT"■";Ç$;E$;:NEXT:RET
URN
```

Line 3040 Subroutine to print part of maze walls.

```
3045 PRINTDD$;"■";:RETURN
```

Line 3045 Subroutine to print part of maze walls.

```
3050 PRINTTAB(1+RND(1)*36);B$:PRINT"■■";
:RETURN
```

Line 3050 Subroutine to place breaks in maze walls.

```
5000 J=INT(PEEK(V)/8)+DD/8+INT(PEEK(V+1)
/8)*40+822
5005 P=PEEK(56320):IFP=110THENGOSUB5100:
POKE2040,204
5010 IFP=109THENGOSUB5200:POKE2040,204
```

Lines 5000-5100 Move player and check for collisions.

```
5015 IFPEEK(J+40)=72THENGOSUB6200
5020 PRINT"■";:PRINTTAB(18)"■SCORE";S
5025 IFPEEK(V+1)<37THEN7000
5030 IF(PEEK(V+30)AND1)=1THEN8000
5098 IFPEEK(V+16)>192THENDD=256:GOTO5000

5099 DD=0:GOTO5000
5100 IFPEEK(J-80)=65ORPEEK(J-80)=66THENG
OSUB6000:RETURN
5103 B=204:A=0:GOSUB6400:FORT=PEEK(V+1)T
OPEEK(V+1)-32STEP-1:POKEV+1,T
5105 A=A+1:IFA=5THENA=0:B=B+1
5110 POKE2040,B:NEXT:RETURN
5200 IFPEEK(J+80)=65THENGOSUB6000:RETURN

5203 B=210:A=0:GOSUB6400:FORT=PEEK(V+1)T
OPEEK(V+1)+32:POKEV+1,T
5205 A=A+1:IFA=5THENA=0:B=B-1
5210 POKE2040,B:NEXT:RETURN
6000 POKES1,32:POKES2,8:POKES3,50:POKES1
,129:RETURN
6200 POKEJ,32:POKEJ+1,32:POKEJ-40,32:POK
EJ-39,32:POKEJ+40,32:POKEJ+41,32
6210 POKES1,32:POKES2,10:POKES3,20:POKES
1,129:S=S+50:RETURN
6400 POKES1,16:POKES2,44:POKES3,8:POKES1
,17:RETURN
```

Lines 6000-6400 Sound subroutines.

```
7000 PRINT"■":SYS49779:POKEV+21,0:SYS493
49:POKE53280,0:POKE53281,0
7010 S=S+500:IFSP>0THENSP=SP-5:GOTO1040
```

Lines 7000-7100 Cleared a screen so add bonus, and generate new screen.

```
8000 SYS49779:POKES1,32:POKES2,45:FORT=P
EEK(V+1)TO250STEP2:POKEV+1,T
8005 FORTT=204TO205:POKE2040,TT
8010 POKES3,255-T:POKES1,65:NEXTTT,T:LI=
LI-1:IFLI<1THEN8200
8020 GOTO1010
```

Lines 8000-8020 Lost a life! Play screen again if lives left or else game over.

```
8200 V=53248:POKEV+16,0:PRINT"■":POKEV+2
1,0
8205 G=60:FORT=2040TO2043:POKET,227:POKE
T+4,228:NEXT:FORT=0TO6STEP2:POKEV+T,140
8210 POKEV+T+1,G:G=G+44:NEXT:G=60:FORT=8
TO14STEP2:POKEV+T,180:POKEV+T+1,G
8220 G=G+44:NEXT:POKEV+28,0:POKEV+23,255
:POKEV+29,255:POKEV+21,255
8225 FORT=0TO35:GOSUB6210:FORTT=39TO46:P
OKEV+TT,RND(1)*15:NEXTTT,T
8999 FORT=0TO2000:NEXT:POKEV+23,0:POKEV+
29,0:POKEV+28,1
```

Lines 8200-8999 Game over routine.

```
10000 POKE53282,4:POKEV+21,0
10005 PRINT"■■  ╯UUUUUUUUUUUUU
UUUUUUU╰
10010 PRINT"  ╰
          ╯
10015 PRINT"  ╯ ♠♠♠♠♠  ─_
          ╰
10020 PRINT"  ╰♠        ||
          ╯
10025 PRINT"  ╯♠        |╮
          ╰
10030 PRINT"  ╰ ♠♠♠♠♠ ♠♠♠♠ ♠ ♠ ♠♠♠ ♠♠♠ ♠
♠♠♠ ♠  ♠ ╯
10040 PRINT"  ╯  ─_ ♠ ♠─_♠ ♠ ♠ ♠ ♠ ♠ ♠
♠  ♠─_♠  ╰
10045 PRINT"  ╰  || ♠ ♠||♠ ♠ ♠ ♠♠♠ ♠♠
♠   ♠||♠ ╯
10050 PRINT"  ╯  |╮ ♠ ♠|╮♠ ♠ ♠ ♠   ♠   ♠
     ♠|╮♠  ╰
10055 PRINT"  ╰ ♠♠♠♠♠ ♠♠♠♠ ♠♠♠ ♠♠♠ ♠♠♠ ♠
♠♠♠ ♠♠♠♠ ╯
10060 PRINT"  ╯             ♠ ─_ ─_ ─_ ─_
─_ ─_  ♠ ╰
10065 PRINT"  ╰             ♠ || || || ||
|| ||  ♠ ╯
10070 PRINT"  ╯             ♠ |╮ |╮ |╮ |╮
|╮ |╮  ♠ ╰
10075 PRINT"  ╰             ♠♠♠♠♠♠♠♠♠♠| ─╮
♠♠♠♠♠♠♠♠ ╯
10080 PRINT"  ╯
          ╰
10085 PRINT"  UUUUUUUUUUUUUUU
UUUUU
10090 PRINT"■■     BY FRANK TOUT:1985 SPA
CE TO PLAY
10095 PRINT"■■     ─_─_─_─_─_─_─_─_─_─_─_
─_─_─_─_
10100 PRINT"     ♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠
♠♠♠♠♠♠♠♠":POKE198,0
```

Lines 10000-10100 Print title screen.

```
10200 GETA$:IFA$=""THEN10200
10210 IFA$=" "THENLI=3:SP=75:S=0:GOTO101
0
10220 GOTO10200
```

Lines 10020-10220 Wait for the spacebar and start new game.

```
50000 POKE53265,PEEK(53265)AND239:RETURN
```

Line 50000 Flashes screen to border colour.

```
50010 POKES1,32:POKES2,47:FORT=250TO5STE
P-5:POKES3,T:POKES1,33:NEXT
50015 POKE53265,PEEK(53265)OR16
50020 POKES1-1,10:FORTT=0TO6:FORT=200TO1
0STEP-5:POKES3,T:NEXTT,TT:POKEV+21,255
50025 A=0:FORTT=0TO15:A=A+11:FORT=200TO
A STEP-15:POKES3,T:POKEV+1,T+11:NEXTT,TT

50030 RETURN
```

Lines 50010-50030 Place player on screen.



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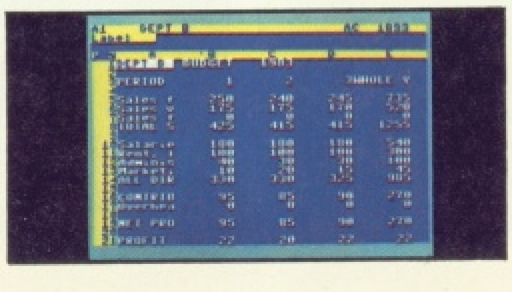
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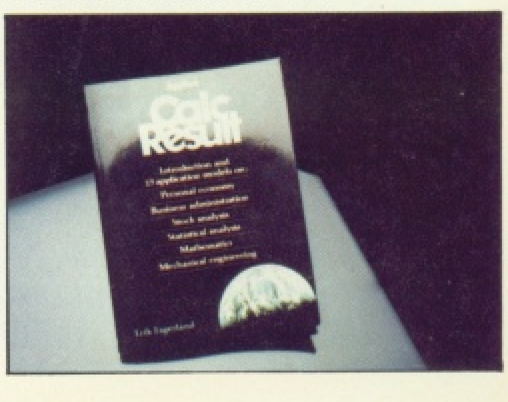




TECHNICAL DATA
- **Spread sheet size** 64 X 254 X 32 pages
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THE Handic supermarket basket is full of 'goodies' for your Commodore 64. Here is a brief description of what they all are! Don't forget – if you need any more information, either clip the coupon (and tick column 'A') or give us a ring.

1 Mon 64
An outstanding Machine Code Monitor (cartridge based)

2 Teledata
Communication cartridge for use with the CBM 64, link up with Databases like the bank or supermarket, over the telephone lines.

3 Superbox 64
An expansion unit for the Commodore, which features three independant cartridge slots; IEEE interface that is totally transparent; has multi-user capabilities with IEEE; and a re-set switch which activates a cold start on the computer. This unit will connect up to 3 cartridges at the same time, which makes frequent altering between programs simple and reduces wear on the cartridge slot.

4 Vic Rel
Vic Rel (Rel 64) is a relay cartridge for the CBM 64 and Vic 20 which has almost limitless applications, such as control of burglar alarms, garage doors, door locks, electric radiators, lamps , transmitters, model railways, etc.etc.

5 Disc-based games
Handic have a set of disc based games for the Commodore 64, all are great fun and superb colour graphics. At around 9.95 each. Why not treat yourself to a few?
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6 Diary 64
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7 Stat 64
The statistical CBM cartridge which ads 19 new commands to your Basic language. An excellent programming aid for all you statisticians.

8 Graf 64
A CBM cartridge that turns solutions of equations into graphical analysis, what you might call a plotter-jotter.

9 Handic Auto Modem
This modem is the expanded version of the Videotex modem (see illustration). When used together with the Handic Teledata Base 64 this unit enables you to set up your own data base with information.



Videotex Split-Speed Modem
This Split-Speed modem is especially designed to connect with computers over the telephone lines, its facilities include auto-dialling, line control, etc. (BT approval applied for).

10 RS232
A standard V.24 (RS232) interface for connecting the CBM 64 to printers and other peripherals.

11 Bridge 64
A cartridge bridge game for the intelligentsia.

12 Forth 64
A Forth generation programming language for people who know what they are talking about, and want to know even more.

Checklist



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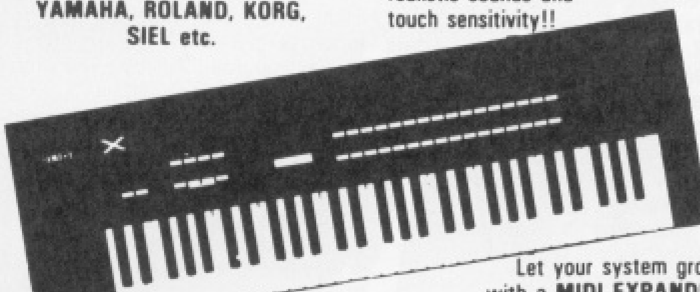
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